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*** INTRODUCTION ***

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This is actually a rather important introduction for various reasons which is why I put it above the table of contents. One of the reasons it is so important is because the guide is extremely large, and if you want to use it effectively then having prior awareness of how it works is going to help you out in the long run, besides, given the guide is like almost a megabyte of plain text you'll likely be forced to read this while your browser is loading it anyway. First let's start off with the issue of "Spoiler-free guide." Contained in this guide are two things, first what you have is the walkthrough: The walkthrough is a full detailed paragraph form walkthrough for basically all areas, items and stuff you'll want to find in the game. It does NOT include story descriptions or anything like that, it does not contain spoilers in that sense. Now beyond that you should note the other inclusion: in the boss guide which is a condensed collection of strategies for every boss in the game one after another, in between each boss there is a very short point form guide for exactly what you need to get from place to place through the entire game. All boss names and descriptions in the boss guide has been censored, basically the boss guide doubles as an "ultra spoiler-free to the most extreme extent" guide which will help people who don't know where to go and little else. Unlike the main walkthrough it will not cover every nook and cranny, it's designed solely so you can play the game totally by yourself and get a boost of help if you just don't know where to go, or just can't beat a boss. I have received numerous emails from people requesting specific boss sections, so this is my answer to them and attempt to at least give the section some purpose, I believe it turned out quite well actually.

What else do we have? Well you should know that this guide does not contain the kindergarden basics of the game "How do I junction?" "How do I attack?" "How do I move?" Final fantasy VIII includes a very helpful tutorial which is

always available right in your menu and will show you however everything works right there in the context of your menu far better than any guide could, so utilize the help there whenever you forget how the magic system works.

Lastly I would like to say a few things about one new inclusion I have added, the game encyclopedia. The encyclopedia is there for a couple of reasons. The first is because the story can get quite confusing at times and you might not exactly understand what the hell something is that they're talking about, or who this guy is. Note that like the plot summary, the game encyclopedia is NOT spoiler-free at all, it is totally separate from the walkthrough and you will not find spoilers unless you go looking for them. The second reason the guide includes the game encyclopedia is quite simple: as you may know, summer has all but arrived and sometimes on a nice hot 30 degree (Celsius) day like today, I would prefer to sit out in the backyard with my laptop in the shade. I can't exactly work on the walkthrough while sitting outside, but with the game encyclopedia, I can take the knowledge I have about game terms, make up a list and spend some putting it all together. Actually it's quite enjoyable ;)

I believe that's everything covered for the introduction, I sincerely hope you enjoy this guide for Final Fantasy VIII, feel free to email me about anything.

O=====O
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O=====O
|                                     Full Walkthrough                                     (00000) |
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|_ inal Fantasy VIII /-----o
|  -----o-----\                Balamb Garden                |
|      (00001)      \-----o

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o----- Item Checklist -----o
|                                     | When you wake up you'll be prompted to enter
|                                     | your name, Squall is the default name of
| Geezard Card.....| your main character. The game opens with a
| Funguar Card.....| scene as you walk down the hallway. After
| Red Bat Card.....| everything is said and done you have control
| Gayla Card.....| of Squall in the main classroom. Don't
| Gesper Card.....| actually get up from your desk, instead sit
| Fastitocalon-F Card....| back down and examine your terminal. Log in
| Caterchipillar Card....| and select the tutorial, it seems there are
| Occult Fan I.....| two GFs registered for Squall, GF Quezacotl
|                                     | and GF Shiva. You now have the ability to
o-----o summon these in battle if you junction them.

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Run up to the front of the room and speak with Quistis. Leave the room and you'll bump into a girl. When she asks for a tour of the garden you can agree if you really want, but you don't get anything for it, and it's a lot more fun to just go around and explore on your own without constant dialogue. Continue right down the hall and speak to the man on the way there, he'll give you seven cards. You can learn for about the card game in the Triple Triad section. Ride the elevator down and descend the stairs, that odd looking blue and yellow sphere is a save point and you can use it to save your game. Now head right to the next screen, turn right again at the first path you come to, this is the library. Examine the bookshelf above you, near the edge to find 'Occult Fan I.' There's also a draw point in here at the top if you're interested, draw points in this game allow you to store magic which you can use and junction. When you're ready to leave, return to the main area where you came down the elevator and head down. On your way out you'll find a craw point for Cure on the left. On the world map you'll find the Fire Cavern located directly East of the Garden, however you may want to do some leveling first and get some new GF abilities. Make sure

to junction both Squall and Quistis each with one of the GFs and head for the nearby shore. On the shore you will fight the Fastitocalon enemy which is easily the best source of AP at this point in the game and for awhile to come. Summon the Quakazotl GF over and over as they are weak to the damage, you can level up quite well here doing that. When you enter the first battle on the grassy area, you'll be given a quick tutorial on the Gunblade. When Squall attacks if you press the R1 button just as he strikes you will always get a critical hit, this is painfully easy to do and with a little practice your success rate will easily approach 100%. Whenever you're ready, make your way to the Fire Cavern and go inside to begin your preliminary test.

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o----- Item Checklist -----o
|                                     |
| None..... / |
|                                     |
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Speak to the men in front of the cavern, now you'll have to choose the time limit at which you think you can perform best. Ten minutes will give you more than enough time, even then you'll probably be waiting around. The path in the cavern is actually quite linear, it's just a straight line to the boss. Along the way after a couple of screens be sure to head down the path on the right to find a Fire draw point. Continue up a couple more screens until you reach the boss.

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O=====O=====O=====O=====O
| Ifrit | Level: 6 | Hit Points: 1068/1068 |
O=====O=====O=====O=====O
| Hit Points....Very High | Fire....Absorb |
| Strength.....High | Ice.....Weak | Fire GF; uses fire magic.
| Intelligence..Low | Thunder..N/A | It's a strong opponent, but
| Dexterity.....Low | Water...N/A | as it is part of Garden's
| Defense.....High | Earth...N/A | exam, not impossible to
| Spirit.....Very High | Poison...N/A | defeat.
| Evasion.....Very Low | Wind....N/A |
| | Holy....N/A |
|-----O-----O-----|

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Ifrit is the Fire Guardian Force so obviously you're not going to want to be casting a lot of fire magic on this boss, lest you want to keep healing him over and over again. The opposite element to fire is ice so in this battle, ice magic is going to be the key to victory. What you should be using are spells like Blizzard and summoning Shiva as much as possible. Note that Ifrit has Cure magic on him so whenever you need to heal simply use the draw command and then cast Cure on either of your party members. Ifrit has a couple of basic attacks. First of all he will cast the Fire spell on your party quite often which only deals around 50 damage so you should be able to survive against this easily. After the boss has taken a certain amount of damage he will change his tactic and begin using a new type of attack. The jumping body check will hit one of your party members for about 150 damage which can be dangerous if you're hit more than once so if this occurs be sure to heal up quickly after. Now here's something to keep in mind, the time limit you have does not include leaving the cave, meaning that you shouldn't be worried about leaving time for you to escape after the battle is over. In fact your upcoming Seed rank is actually influenced more positively the LESS time you have on the clock when you defeat Ifrit, meaning ideally you should get his health down as low as possible and then strike the final blow when the timer is at about ten seconds or so. It won't make a huge difference, and once you receive your rank it's only the basic level,

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| to can upgrade it anyway, but it's nice to start off high. |
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It's time now to leave the Fire Cavern and return to Balamb Garden. If you haven't already by now it would be a good idea to head to the shoreline and fight enemies until Shiva learns the I Mag-RF ability. Using this you can take all the many Fish Fin items you will inevitably pick up from those battles and convert each of them into 20 Water magic, doing this will allow you to easily obtain 100 Water magic for both Squall and Quistis and when you junction all those spells to something like your strength, it really gives it an enormous boost. After this your next destination is Balamb Garden again.

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|_ inal Fantasy VIII /-----o
|  -----o-----\                Balamb Garden |
|      (00003)      \-----o
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o----- Item Checklist -----o
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		Your primary goal when you arrive here is to
		get dressed and meet up in the front hall.
	None..... /	Your room is located at the other end of the
		garden, meaning you have to run around
o-----o		either to the left or right and when you
		reach the path leading directly up take that

one. Squall's room is the room on the room on the right. Examine his little dresser and opt to get changed. Once you leave your room you'll automatically find yourself in the front hall. After the scene when you try to leave you'll automatically get into the car. While on the world map simply drive forward in the car using the square button. Your destination is the town of Balamb which you can't miss if you simply follow the road straight. Once you're out of the car follow the into the ship and shove off. After speaking with everyone get up from your seat and check out what's going on outside.

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|_ inal Fantasy VIII /-----o
|  -----o-----\                Dollet |
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o----- Item Checklist -----o
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		Let's first take a minute to note something,
		this is a test and as such you are being
	None..... /	graded on your conduct. While it's not
		possible to actually change the outcome of
o-----o		passing or failing, it is possible to
		influence your starting rank. First of all

don't actually talk to anybody while you're here unless you cannot proceed without doing so, that's the first thing to note. The rest will follow when necessary during this section of the guide. Climb the stairs at the start and use the save point at the top. There are a few scripted battles here as you head up, just normal soldiers that are extremely easy to defeat, especially if you junctioned 100 Water spells to your strength. Once you reach the town square and Seifer tells you to go and scout for enemies head up the path to the upper right and you'll find a soldier hiding behind a car. Speak to Seifer after this and then just stand around waiting. Approach Seifer when the camera angle changes and then follow him to the next screen and across the bridge. As you climb the stairs you'll encounter a miniboss battle against the Anaconda. It's pretty much just a normal enemy with more HP, so don't worry about it. Continue up until another scene triggers. After the scene do not approach the cliff, instead go around to the right and down to the bottom via the safe path, it'll earn you more points in the end. Enter the communications tower and use the draw point for Blind on the left side. Be sure to save your game and junction everyone before you ride the elevator.

Biggs	Level: 8	Hit Points: 640/640
Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A Galbadian Major.
Intelligence..Low	Thunder..N/A	Activated the Dollet
Dexterity.....Low	Water....N/A	Communication Tower.
Defense.....Moderate	Earth....N/A	Very short-tempered.
Spirit.....Moderate	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

Wedge	Level: 8	Hit Points: 579/579
Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A Galbadian soldier assigned
Intelligence..Low	Thunder..N/A	to Dollet communication
Dexterity.....Low	Water....N/A	tower. Always picked on by
Defense.....Moderate	Earth....N/A	his superior, major Biggs.
Spirit.....Moderate	Poison...Immune	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

The battle begins with just your party against Biggs. He looks like a normal Elite Soldier but he boasts quite a bit more power and hit points. Biggs carries the Esuna spell which junctions quite well at this point in the game and junctions extremely well later in the game when you have access to junctioning magic to your status defense. Hit Biggs with your most powerful attacks, it doesn't take much, once again having the Water spell junctioned to your strength is quite helpful. Biggs' attacks are very similar to the Elite Soldiers', he'll raise his and clothes-line one of your characters for moderate damage. After he has taken about 300 damage Wedge will join the battle. At this point you should just focus on finishing off Biggs. Wedge too, like a normal soldier has most of the basic attacks. These two are more like a miniboss than anything else. You actually shouldn't even have to attack Wedge at all, once Biggs' HP has been depleted, something occurs and the real battle begins.

Elvoret	Level: 10	Hit Points: 3300/3300
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	A monster that lives in the
Intelligence..Moderate	Thunder..N/A	abandoned Dollet
Dexterity.....Low	Water....N/A	communication tower. No one
Defense.....Low	Earth....Immune	knows where it came from.
Spirit.....Very High	Poison...Immune	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

The absolute first thing you should do without exception is use the draw command on this boss, you will notice that one magic spell isn't in ???? form even though you have never drawn it before, this is Siren of course. Use the draw command to extract Siren from the boss, it turns out that Siren is a Guardian Force and drawing it like this will allow you to acquire the GF immediately when the battle ends. Elvoret has quite a

lot of hit points and good strength to back it up, certainly the first boss fight in the game that provides any challenge at all. Elvoret will use a normal claw attack that deals roughly 100-150 damage to a single character. It is good to note that you can draw the Cure spell from Elvoret, so if anyone is hurt simply draw-cast the Cure spell directly from Elvoret to make things easier. Have your party attack and use limit breaks if they get the, In order to use a limit break you need to have the character to the point where their health appears in yellow (not a "requirement" per se, but rarely occurs otherwise.) When their HP is in yellow there's a random chance that increases the lower their current HP gets that you'll hear a noise and see a flashing arrow beside the attack command. In this circumstance hold right and use the limit break. Just so you know, Squall's Renzokuken executed perfectly with Water junction on strength can deal more than 1500 damage. Back to the actual battle again, by far Elvoret's most dangerous attack is the kind of tornado breath he uses that deals almost 180 damage to every member of your party. To restore after this has occurred have them all draw-cast Cure of if Selphie has a limit, Do Over until you find the Full-Cure. This is about all that Elvoret can do besides another Thunder attack so use normal attacks to the best of your ability and don't be afraid to summon your GFs, especially if you're learn the Boost ability.

o-----o

After the battle and when everyone's done talking you've got 30 minutes to get out of here, which is once again more time than you're going to need, and there's going to be a bit more incentive than just the time limit to start running your ass off... there's a giant robot chasing your party!

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X-ATM092	Level: 10	Hit Points: 5770/5770	
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Hit Points....Very High	Fire.....N/A		
Strength.....Moderate	Ice.....N/A	Galbadia's mobile attack	
Intelligence..Low	Thunder..Weak	weapon. AKA "Black Widow."	
Dexterity.....Low	Water....N/A	Doesn't stop until it kills	
Defense.....High	Earth....N/A	all enemies in its path,	
Spirit.....Low	Poison...Immune		
Evasion.....Low	Wind.....N/A		
	Holy.....N/A		

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The giant sub-optional mechanical spider boss is one heck of a monster to be fighting. First of all let's look at the boss' various attacks, as it has quite a few of them. There are two normal attacks, one where the boss grabs you and deal damage, the other where it kind of fires a projectile from its leg. These only hit one person and don't amount to much at all. The next more dangerous one does about the same damage, but to your entire party, the boss knocks you backward, but still no big deal. The most dangerous attack you need to watch out for is the Ray-Bomb where the boss fires a beam that will send you into the air and deal about 100 damage to everyone, somewhat painful but still barely half as bad as Elvoret's most powerful attack. This boss' strengths don't lie in its attacks but rather in its whoppingly huge hit point total, luckily you aren't actually supposed to kill this boss. Once you've done about 1500 damage the boss will fall to the ground and begin to repair itself. At this point it becomes possible (and pretty much required) to hold L2+R2 to escape from the battle. In order to deal that required 1500 damage easily all you need to do is summon Quezacotl once or twice and the boss will go down. Now here's an interesting fun fact, it IS possible (albeit

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| very difficult) to kill this boss. Note that speed is a requirement
| since it will eventually repair itself, you must destroy the boss before
| this happens and there's only one way to do this. You'll need a character
| with Quezacotl junction and 100 Water junctioned to their magic stat.
| Quezacotl needs to know Boost, for sure, as well as SumMag+10%, SumMag+20%
| and hopefully even SumMag+30%. You will also want the highest possible
| compatibility you're willing to work for so the person can do the
| summoning quickly since like I said, speed is important. Your reward for
| defeating the boss is a whopping 50 AP for all your guardian forces, that
| reward is quite decent for the work it takes to actually prepare to
| beat the thing. Either way it still doesn't stop it from chasing you,
| which is actually kind of nice because it makes it possible to defeat the
| boss multiple times (I'm not 100% on that point however.)
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Once the battle is over start running right and the thing will chase you again. On the next screen after where Selphie jumped over the cliff try to run along the upper part of this path so when the robot spider jumps it'll jump right over you. Further on, run down through the next screen, then on the one after than when you reach the bottom of the stairs hold the triangle button to start walking rather than running, this will allow you to remain upright when the boss jumps down from above and then keep running down to avoid the fight. Lastly you'll find yourself on the bridge. When the boss jumps over you, you can try to run in the other direction and try to pickle your way across, however I'm not even sure if it's possible to avoid this fight at all. Regardless of whether you fight or not, when you get to the right side of the bridge you'll be back in the central square once again. Speak with the dog quickly as you run down to get it out of the way for bonus points. As you keep running down there will be an opportunity to enter the bar and avoid the spider, do NOT take this opportunity or you will lose massive points. Other than that it's just a linear path back to the beach where you get to see a big cutscene and escape from Dollet beach. Back in Balamb once again there's not much to do besides return to Balamb Garden.

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|  -----o-----\                Balamb Garden |
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o----- Item Checklist -----o
|                               |
| Battle Meter.....| Quistis and Xu in the front hall then go
| Weapons Mon Apr.....| right to meet up with Seifer. From here
| MiniMog Card.....| return to the front hall and ride the
| Quistis Card.....| elevator up. Walk left toward the hall
| Magical Lamp.....| where everyone is waiting and just stand
|                               | there for awhile, eventually someone will
o-----o walk in with an announcement, you'll
                               | probably have to speak with Zell once first
to make them actually show up. After the event speak with Headmaster Cid and
he'll give you a 'Battle Meter.' Return to the second floor and go left for
yet another scene with Seifer. Following this you are given your SeeD rank
and sent back to your room. Enter your room and change into the SeeD uniform,
then save your game and leave. When Selphie asks you to join the Garden
Festival Committee you might as well, you don't really have to do any work for
it. Once the whole dance thing is over and you're back in your room again,
change into your normal clothes and head for the Training Center which is down
and two paths right of the dormitory. Head up into the Training Center and
make a right when you come to a fork. What Quistis said before coming in here
was actually quite important, you're probably going to encounter an enemy in

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here called a T-Rexaur which is a super powerful enemy. While it's normal to just run away every time, here's how to beat it. First get into a fight with the more common enemy in this area, you can Draw Sleep magic from this enemy. Draw 100 Sleeps and then junction the Siren GF which should allow you to use ST-Atk-J. Put Siren on Squall and put the 100 Sleeps on ST-Atk-J. Now junction Quistis with the Shiva GF. The T-Rexaur has a rather large weakness to ice, not only that the casting of a Guardian Force will not wake an enemy up. So the idea is this, have Squall attack which should put the T-Rexaur to sleep 90% of the time, also have Quistis casting Shiva on each one of her turns. Doing this should practically eliminate the enemy's ability to get any turns at all and by the end, hopefully you can win the battle. Back to the actual game, continue up the path to a draw point which contains Blizzard. Continue left and save your game before going up to the supposed secret area. After the scene save your game once again. This time return to the entrance via the left path. When you arrive you'll find a rather unfortunate scene.

O=====O=====O=====O		
Granaldo	Level: 11	Hit Points: 1538/1538
O=====O=====O=====O		
Hit Points....Very High	Fire....N/A	
Strength.....Low	Ice.....N/A	A large insect-type monster
Intelligence..Low	Thunder..N/A	that is a survivor of some
Dexterity.....Low	Water...N/A	ancient race. Uses its
Defense.....Low	Earth....Immune	large spikes and tail to
Spirit.....Low	Poison...N/A	attack.
Evasion.....Low	Wind.....Weak	
	Holy....N/A	
=====+=====+=====		
Raldo	Level: 11	Hit Points: 287/287
=====+=====+=====		
Hit Points....Moderate	Fire....N/A	
Strength.....Low	Ice.....N/A	May look slow due to its
Intelligence..Moderate	Thunder..N/A	stone-like body, but it is
Dexterity.....Moderate	Water...N/A	actually quite fast. May
Defense.....Very High	Earth...N/A	appear in numbers.
Spirit.....Very High	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy....N/A	
-----O-----O-----		

You fight this boss along with three of its little helpers, first and foremost you should only ever aim for the actual boss, the helpers will get in the way but bother to destroy them will really only end up wasting your time in the long run. The boss only really has one single attack, it kicks the little Raldo things at your party for about 30 damage. Sometimes when it gets angry it will lift the things off the ground and drop them on a single member of your party for about 50 damage. You may notice this does not fit the example of a what bosses in a game normally do, and this is of course "get progressively harder." Instead this boss opts to actually be easier than the previous bosses you faced, so all you really need to do is attack or start summoning some Guardian Forces in here. To add more insult to injury in the boss' case he is very susceptible to Sleep attacks meaning if you've got Sleep junctioned on your weapon or if you just simply cast a sleep spell then you can pretty much keep the boss dozing for the entire battle which is kind of nice. The Raldo enemies don't actually attack on their own so while the main boss is asleep you can do pretty much anything you want without fear of being attacked. Note that one single Renzokuken can kill this boss in a single turn. Once the boss is dead then the Raldo enemies will start attacking, they're actually far harder than the boss since their

| normal attack does as much as Grenaldo's stronger attack and since there
| are three of them, they attack three times per turn. Ouch. It still
| only takes a single summoning of Quezacotl to take them out though.
|
|

O-----O

Exit the Training Center and return to your dorm room. In the morning when you wake up, examine the table in the corner of your room to get 'Weapons Mon Apr.' Save your game and then head for the front gate of the Garden. Now if you're interested in the card game (which you should be since it can yield some of the best items in the game) then use the save point at the bottom of the stairs. Every 30 seconds or so a little boy in a blue shirt will run by going from left to right, run up to the kid and challenge him to a card game. Eventually he will play the 'MiniMog Card' which is extremely rare. Now let's head up the elevator to Quistis' classroom. You'll find a number of girls there called Trepe Groupie, it doesn't matter which one you play, all of them have the ability to use the 'Quistis Card,' one of the best cards in the game, but once you've won it from one of them you can't win it from any of the others. Now that you've got these it's time to leave the grounds and head for the exit. Along the way a scene triggers. After all is said and done speak

with Headmaster Cid again and he'll give you the 'Magical Lamp.' Leave the Garden and head for the world map. Now save your game and prepare to fight an optional boss if you wish to do so. That Magical Lamp Cid gave you can be used on the world map to summon a new Guardian Force however you must first fight the GF before it will join your team, so once again, save your game.

O=====O=====O=====O

| Diablos | Level: 9 | Hit Points: 8000/8000 |

O=====O=====O=====O

Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	A mysterious GF living in
Intelligence..Low	Thunder..N/A	another dimension. Uses a
Dexterity.....Low	Water....N/A	powerful gravity attack
Defense.....Moderate	Earth....Immune	called Gravija.
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	

|-----O-----O-----|

| Diablos is an extremely difficult boss if you don't know what you're
| doing. You have to understand how powerful gravity magic can be, and if
| you don't then Diablos is going to show you whether you like it or not.
| Diablos has three main attacks that it uses. A normal physical attack
| that deals just over 200 damage, this is his most dangerous attack by
| far and you're going to be very relieved to know that he rarely uses it
| for reasons explained soon. His second attack is the Demi spell which
| is a basic gravity spell that shouldn't do much damage to your party at
| all. The most powerful spell Diablos has is of course the Gravija which
| takes approximately 75% of the HP off of everyone, but again, like Demi
| this is a gravity based attack meaning that even if you only have one
| hit point, it cannot kill you. That's what makes the normal attacks so
| dangerous, it's the only attack he has that can actually kill you, the
| rest are just for severely weakening you. The two most important
| characters in this battle are Squall and Selphie, it really doesn't matter
| what you do with Zell. Squall should have 100 Water magic junctioned to
| his weapon, and if you still don't have that yet you can simply run down
| to the shore right now and fight a couple battles to get five Fish Fin
| items and refine them. With this, his Renzokuken limit break will be
| extremely powerful. Couple this with that fact that gravity magic can

```

| only weaken you, not kill you, and there should be quite a few
| opportunities to use your limit break. Basically the tactic is, while
| Diablos is casting his magic you should draw and cast Demi on him which
| will deal over 1000 damage at the start but get gradually weaker. Also
| note that using draw on Diablos fails quite often. Next, when he has used
| Graviija and your characters' HP is in the yellow, cycle through until
| Squall's limit comes up and then use that on the boss. During this time
| (while Rough Divide is going is best) you should have Selphie's limit.
| Keep using Do Over until you find the Full-Cure spell in there, it isn't
| too rare. This will fully restore your party to max and you can start the
| cycle all over again. Doing this should give you the edge you need.
|
o-----o

```

Give your new Guardian Force a name. You should have also received his card from that battle which is nice. Now it's time to enter the town of Balamb.

```

|
|_ inal Fantasy VIII /-----o
|  -----o-----\                      Balamb |
|      (00006)      \-----o

```

```

o----- Item Checklist -----o
|                               |
| Zell Card.....| near the bottom make a right, not toward the
| Pat Pals Vol.1.....| inn and docks but into the door of the
|                               | house, this is Zell's house. The main
|                               | reason to come here is to challenge Zell's
o-----o mother to a game of cards, she carries the
              'Zell Card,' yet another super awesome
character card. Once you have won the card from his mother leave the house
and check out the junk shop on the left above the save point. Note that the
inventory of junk shops is solely dependant on which weapons monthly magazines
you have, so the junk shop inventory listed here in the guide could be
different from the one you see if you happened to miss any of those magazines.
Right now you should have both the March and April editions. Take the lower

```

```

o-- Junk Shop -----o
|
| Revolver.....100 Gil (Squall) M-Stone Piece....6 Screw.....2
| Shear Trigger...200 Gil (Squall) Steel Pipe.....1 Screw.....4
| Metal Knuckle...100 Gil (Zell) Fish Fin.....1 M-Stone Piece....4
| Maverick.....200 Gil (Zell) Dragon Fin.....1 Spider Web.....1
| Chain Whip.....100 Gil (Quistis) M-Stone Piece....2 Spider Web.....1
| Flail.....100 Gil (Selphie) M-Stone Piece....2 Bomb Fragment....1
|
o-----o

```

```

o-- Item Shop -----o
|
| Potion.....100 Gil Hi-Potion.....500 Gil
| Phoenix Down.....500 Gil Antidote.....100 Gil
| Eye Drops.....100 Gil Soft.....100 Gil
| Echo Screen.....100 Gil Holy Water.....100 Gil
| Remedy.....1000 Gil Tent.....1000 Gil
| Fuel.....3000 Gil Normal Ammo.....20 Gil
| Shotgun Ammo.....40 Gil G-Potion.....200 Gil
| G-Returner.....500 Gil
|
o-----o

```

right path down and enter the inn. Upstairs in the bedroom on the table

there's an old issue of Tiber Maniacs you can read that doesn't really do anything. Head back left past the junk shop toward the station. There's an item shop at the bottom of the stairs, just make sure not to spend any more than 3000 Gil, that's how much you'll need to board the train. Enter the station and get on the train to Timber. When you're on the train, use the save point and then head up the hallway. Follow Zell into the room, he'll give you the magazine 'Pet Pals Vol.1' when you speak to him and then...

```

|_ inal Fantasy VIII /-----o
|  -----o-----\                      Laguna                      |
|      (00007)      \-----o
```

```
o----- Item Checklist -----o
```

		Here you will find yourself in control of
		Laguna, Kiros and Ward. They don't need to
		be equipped or anything, Squall, Zell and
		Selphie's junctions have already been
		transferred. Simply run up and follow the
		path. Use the draw point along the way
		containing the Cure spell. The path is totally linear to the end so just keep
		running and running, don't worry, there's nothing to find or anything like
		that. When you arrive at the town follow the road down to the lower right.
		Enter the building marked as the Galbadia Hotel. You can save your game here
		and then continue down the stairs on the right. Speak to the person in blue
		standing at the front and choose to sit at your table. When you have control
		of Laguna again, approach the piano to continue the scene. Next when it's all
		over go upstairs and speak with the person at the reception desk. After this
		it's just a matter of speaking to Julia whenever you can move again until the
		scene ends and everything is back to normal on the train once again.

```

|_ inal Fantasy VIII /-----o
|  -----o-----\                      Timber                      |
|      (00008)      \-----o
```

```
o----- Item Checklist -----o
```

		Remember when you arrive, the correct
		password is "But the Owls are still
		around." Head down the stairs and go down
		from there. Follow the guy in the yellow
		vest onto the train. After he's done
		talking there's another rare card you can
		get, from Watts. There's a trick you should
		learn however. After playing cards in one
		region and moving to another, another region
		might have different rules. The people of
		these regions will agree to play a game of
		cards with both region's rules combined then
		after the game, a rule from where you played
		previously will be spread across this
		region. The basic rule of the card game
		is that the more rules there are, the harder
		the game. You don't WANT to pass new rules around, so here's how to avoid it.
		When you ask Watts to play cards he'll ask if you want to play with both
		region's rules, select no and speak to him again, he'll ask you again. Keep
		doing this over and over and eventually he'll just ask "Do you want to play
		cards?" Agree to this and now you won't spread any new rules around (the same
		rules of this region still apply though.) Every single person in the game who
		plays cards will eventually stop asking if you keep refusing like this, always
		remember that. Most of the time on the very first game, Watts will play the
		'Angelo Card.' Be sure to pick it up. After the card game climb the stairs
		above you and save your game using the save point on the left. Continue up to
		the next screen and go into the room. After speaking with the girl return to

where your party was and follow them into the meeting room. When the meeting is over return to Rinoa's room once again, there you will find 'Pet Pals Vol.2' sitting on the couch. Save your game and then speak to Watts.

You start out on top of the train. Run left and follow Rinoa across. Once you jump to the next train that marks the start of the five minute timer. Keep running left over top of the soldiers below. Soon enough it will be time to drop down and enter the codes. Press down on the D-pad to drop down and Rinoa will feed you the code, keep an eye on the number pattern thing so you know which buttons to press, you can also press L1 to look to your left. If you're quick you can input all three of the codes before you are caught, even though Zell will warn you about the blue guard on the second code, you can still get all three. I would still recommend going up after the second one if you aren't sure however. Once you've entered the code watch the scene, then get ready to do it again. On this next one enter the first two codes then go up until the two guards have passed by. Drop down after that and you'll have more than enough time to enter the next three codes. Another scene follows and if you managed to do this without screwing up, your SeeD rank will increase by one. Head up and save your game before speaking to Rinoa, tell her you're ready to begin (be sure you've junctioned everyone accordingly, keep in mind Zell and Selphie will be completely empty even if they had stuff before.) Enter the president's train car and prepare yourself.

O=====O=====O=====O		
Fake President	Level: 12	Hit Points: 778/778
O=====O=====O=====O		
Hit Points....High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	President Deling's double
Intelligence..Moderate	Thunder..N/A	Attacks in a strange way,
Dexterity.....Low	Water...N/A	but not very strong.
Defense.....Moderate	Earth...N/A	However...
Spirit.....Moderate	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
-----O-----O-----		
Defeating the Fake President should not be too hard, his HP total is		
pretty pathetic and his attacks are nothing special. He'll use some kind		
of vampire bite attack that deals less than a hundred damage to a single		
character and really doesn't use anything else. Anyone with a decent		
amount of magic junctioned to their strength should be able to take		
this boss out in a mere few turns. But of course, when he dies...		
O-----O-----O-----O		

O=====O=====O=====O		
Gerogero	Level: 12	Hit Points: 3650/3650
O=====O=====O=====O		
Hit Points....Very High	Fire.....Weak	
Strength.....Moderate	Ice.....N/A	A monster that posed as
Intelligence..High	Thunder..N/A	President Deling. Attacks
Dexterity.....Low	Water...N/A	with its deformed arms
Defense.....Moderate	Earth...Weak	and status attacks.
Spirit.....Moderate	Poison...Immune	
Evasion.....Moderate	Wind....N/A	
	Holy....Weak	
-----O-----O-----		
Technically this is still part of the previous fight but its an entirely		
new boss. The Fake President falls to the floor when defeated, only		

| to spring up and transform into this disgusting beast. Gerogero can
| use some very nasty status attacks. First, Gerogero will use kind of
| a vomit spew to inflict darkness on one of your characters. When someone
| is under the darkness status, they will have a severe reduction in their
| ability to hit the enemy with normal physical attacks. Other status
| related attacks the boss uses include the two spells Silence and Berserk
| which will disable the use of magic with one character and make one
| character only able to physically attack every turn respectively. Here's
| how to deal with any of these occurrences, all you have to do is use the
| draw command on the boss and cast his Esuna spell on whichever character
| has been affected, since Esuna will remove any abnormal status effect,
| not just one in particular. His final attack is an arm swipe that deals
| nearly 200 damage to a single character and can be quite dangerous.
| Let's talk about how to actually defeat this boss, there are a couple ways
| of doing it. If you have any Wizard Stones you can refine perhaps just
| one of them into some Firaga magic and really exploit his weakness to
| fire, but this is still the far more complicated way. Note that this
| boss carries the undead property, meaning that not only is he weak to
| holy based magic but also to cure based magic. If you cast the Cure spell
| on this boss he will take damage rather than gain life, and of course you
| can see where this is going to lead. Have one of your characters minimum
| able to use the Item command in battle. Select Item, then choose one of
| the Elixirs you should have obtained recently. Use the Elixir on
| Gerogero to find out what an easy weakness it is. The Elixir will
| deal 3650 damage to the boss automatically and kill him instantly.

o-----o

Following the battle you'll be back in the train again. Speak to Selphie and Zell, then to Rinoa. When you're done go save the game and talk to Watts when you're ready to leave. Be sure to check out the Pet Shop just above the train platform and pick up Pet Pals Vol.3 and Pet Pals Vol.4. Follow the road down to the lower right of the train platform, check out the junk shop here and you can save your game at the inn. Return to the train platform and take the upper right path. Enter the Timber Maniacs building and check out the stack of magazines on the floor beside the desk to get 'Girl Next Door.' Next enter the room on the left, there's a hidden draw point in here containing Blizzaga. If you go up into the other room you can find an old issue of Timber Maniacs on the floor. Leave the building and head right to the next screen. Ignore the stairs and keep going right. Though the door at the top you'll find a sink, when you examine it you can drink the Owl's Tear and heal yourself fully. After doing this examine the cupboard at the top of the room four

o-- Junk Shop -----o

Revolver.....100 Gil	(Squall)	M-Stone Piece....6	Screw.....2
Shear Trigger...200 Gil	(Squall)	Steel Pipe.....1	Screw.....4
Metal Knuckle...100 Gil	(Zell)	Fish Fin.....1	M-Stone Piece....4
Maverick.....200 Gil	(Zell)	Dragon Fin.....1	Spider Web.....1
Chain Whip.....100 Gil	(Quistis)	M-Stone Piece....2	Spider Web.....1
Flail.....100 Gil	(Selphie)	M-Stone Piece....2	Bomb Fragment....1

o-----o

o-- Item Shop -----o

Potion.....100 Gil	Hi-Potion.....500 Gil
Phoenix Down.....500 Gil	Antidote.....100 Gil
Eye Drops.....100 Gil	Soft.....100 Gil
Echo Screen.....100 Gil	Holy Water.....100 Gil

Remedy.....1000 Gil	Tent.....1000 Gil
Fuel.....3000 Gil	Normal Ammo.....20 Gil
Shotgun Ammo.....40 Gil	G-Potion.....200 Gil
G-Returner.....500 Gil	
o-----o	
o-- Pet Shop -----o	
G-Potion.....200 Gil	G-Hi-Potion.....600 Gil
G-Returner.....500 Gil	Pet House.....1000 Gil
Magic Scroll.....5000 Gil	GF Scroll.....5000 Gil
Draw Scroll.....5000 Gil	Item Scroll.....5000 Gil
Amnesia Greens.....1000 Gil	Pet Pals Vol.3.....1000 Gil
Pet Pals Vol.4.....1000 Gil	
o-----o	

times to get '500 Gil,' however after stealing this man's money you may no longer use his faucet. Return to the stairs in the previous area you passed by and go down them this time, you'll have to fight a couple of normal Galbadian soldiers, after which you receive the 'Buel Card.' Check out the item shop and use the Cure draw point. Go into the pub and speak to the man by the back door, choose to tell him about the card and he'll let you keep it, giving you a 'Tonberry Card' as well. Proceed into the back alley and save your game. Continue left and quite a long scene occurs. It pretty much doesn't end until you're downstairs in the old lady's house. Before you leave she'll give you a 'Potion,' 'Phoenix Down,' 'Soft,' 'Antidote' and 'Remedy' to take with you. Leave the house and go right. Continue right after speaking with Zone and cross the bridge to get to the train platform. Board the train and you're off. Speak to everyone on the train and you'll be dropped off at the East Academy Station. Across the bridge and Northwest of the station is a forest between two mountain sides, end the forest and watch the scene.

```

___ inal Fantasy VIII /-----o
| -----o-----\                      Laguna                      |
|      (00009)      \-----o

```

o----- Item Checklist -----o Head up and go down the hill. Use the Sleep
| | draw point then go straight at the fork. At
| None..... / | the next fork with three paths take the
| | middle path and descend the ladder. At the
o-----o bottom of this screen, just above the light
on the left you can find an Old Key on the
ground, however when you pick it up Laguna will lose it immediately, doing
this will have an effect later in the game however. Continue down and examine
the top of the middle hatch. Choose to tamper with the hatch. Head two more
screens to the right, at around the middle of the pile of those big curcular
metal rings, whatever they are, you can find another Old Key which you will
immediately lose again. Follow the path up two screens and examine the object
on the ground. Choose to press the red switch for the furthest boulder.
Afterward press the blue switch for the closer boulder. Climb the stairs at
the top of this area and follow the linear walkway across into the next area.
When you reach a save point go up from there until a scene triggers. You'll
fight against some cyborg soldiers which are stronger than the normal soldiers
however a simple cast of Quezacotl which exploits their weakness to Thunder
will really clean their clocks. After the second battle the scene continues
and you're back with your party once again. Leave the forest and make tracks
for Galbadia Garden. Keep in mind that since Selphie and Quistis were
technically Kiros and Ward in the fantasy, both of them have the one remaining

HP from when the party was hit by Soul Crush so careful if you go into battle.

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|_ Final Fantasy VIII /-----o
| -----o-----\                Galbadia Garden                |
|      (0000A)      \-----o
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o----- Item Checklist -----o
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		Head inside the Garden and speak to your
		party members at the gate. Just into the
		main hall you'll find a save point on the
		right. Take a look where the beam of yellow

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o-----o
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light hits the ground in the centre of this room, examine that area to find a draw point for Haste magic. Continue up until you reach a set of stairs, climb up and go through the door right below you at the top. Speak to your party members and Quistis will enter the room. Speak to all your party emembers when you have control again. Leave the room and go down the stairs, as you go to leave another scene triggers as you approach the main entrance hall. Leave the Garden and meet up with your party. After forming your battle party there is a train platform right beside Galbadia Garden. Give the man 3000 Gil and board the train for Deling City. Once you're on the train try to leave and the rest of the party will come in. Go check on Selphie and Irvine.

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|_ Final Fantasy VIII /-----o
| -----o-----\                Deling City                |
|      (0000B)      \-----o
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o----- Item Checklist -----o
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		Get off the train and ride the escalator
		down and then up into Deling City. From the
		fountain head down and right. This will
		lead you to the Galbadia Hotel. Upstairs in

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o-----o
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the Galbadia Hotel you can find an old issue of Timber Maniacs, you actually have to stay the night, you'll find it between the beds. Levae the hotel and continue down. On the right side of the road are the shops, check out the item shop and the junk shop. Head down and then take the right path at the fork. This

```
o-- Junk Shop -----o
```

	Revolver.....100 Gil	(Squall)	M-Stone Piece....6	Screw.....2
	Shear Trigger...200 Gil	(Squall)	Steel Pipe.....1	Screw.....4
	Metal Knuckle...100 Gil	(Zell)	Fish Fin.....1	M-Stone Piece...4
	Maverick.....200 Gil	(Zell)	Dragon Fin.....1	Spider Web.....1
	Chain Whip.....100 Gil	(Quistis)	M-Stone Piece....2	Spider Web.....1
	Flail.....100 Gil	(Selphie)	M-Stone Piece....2	Bomb Fragment....1

```
o-----o
```

```
o-- Item Shop -----o
```

	Potion.....100 Gil	Hi-Potion.....500 Gil
	Phoenix Down.....500 Gil	Antidote.....100 Gil
	Eye Drops.....100 Gil	Soft.....100 Gil
	Echo Screen.....100 Gil	Holy Water.....100 Gil
	Remedy.....1000 Gil	Tent.....1000 Gil
	Fuel.....3000 Gil	Normal Ammo.....20 Gil
	Shotgun Ammo.....40 Gil	G-Potion.....200 Gil
	G-Returner.....500 Gil	

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o-----o
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is the area with Caraway's Mansion. Speak to the soldier on the right and he'll tell you about the test. It's time to head for the Tomb of the Unknown King. You might want to buy a location displayed from him for 5000, then have him escort you out of town. The tomb is located far to the Northeast.

```

|_ Final Fantasy VIII /-----o
|  -----o-----\                Tomb of the Unknown King |
|      (0000C)      \-----o

```

o----- Item Checklist -----o Use the Protect draw point on the left then
| | the save point on the right. The entrance
| Minotaur Card.....| to the tomb is at the top of the screen, not
| | it is very easy to get lost in here so
o-----o follow my directions exactly. When you
first enter the tomb go up one screen and
you'll find a sword on the ground, it should have the ID number on it. Write
this number down, now if you want, you can leave. If you want a new Guardian
Force you'll have to keep going. Make a right at the fork here, go around the
curved path, make a right at the fork, go around the curved path, make a right
at the fork, head straight, examine the minotaur here.

O=====O=====O=====O		
Sacred	Level: 15	Hit Points: 2468/2468
O=====O=====O=====O		
Hit Points....Very High	Fire....N/A	
Strength.....Moderate	Ice.....N/A	Earth GF in the Tomb of the
Intelligence..Moderate	Thunder..N/A	Unknown King. Recovers by
Dexterity.....Low	Water....N/A	power of the earth. Attacks
Defense.....Moderate	Earth....Immune	with a large steel orb.
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	
-----o-----o-----		
Sacred is the Earth GF, equipped with a huge spiked mace and ready to		
clomp you over the head with it. He has a basic attack for just over		
100 damage where he basically just smacks you in the face with his weapon.		
Sacred also has some kind of Regen in effect allowing him to restore HP		
at a consistent rate through the battle. This is pretty much all he does		
for the entire fight so your primary job is to just make sure you can		
keep up with the damage, and that the damage you deal isn't balanced		
by his HP gain. The best way to do this is through the use of Guardian		
Forces and Squall or Zell's limit breaks if you can get them.		
o-----o-----o-----o		

Keep in mind that this whole temple is based on YOUR perspective, so when
leave it's going to look almost the same as it did when you came. Just follow
my specific directions and you'll be fine. Head down from where you fought
Sacred, then up, make a right at the fork, go around the curved path, make a
right at the fork, go around the curved path, make a right at the fork, head
straight up. Use the draw point here (seriously) and hope you get a lot of
the Float spell. Next use the controls on the right side to open the
floodgate. Leave this room. Now head up, go up at the fork, make a right at
the fork, go up at the fork, go around the curved path, make a right at the
fork, go straight up. Now examine the handle on the right to remove it. Also
check out the right corner for a Cura draw point which is invisible. Head
down to leave the room, now go up, go up at the fork, make a right at the
fork, make a left at the fork, make a left at the fork, head straight up. You
should now be inside staring at the minotaur. Note that if you're still

looking for this area, it's in the exact middle directly up from the entrance.

O=====O=====O=====O		
Sacred	Level: 15	Hit Points: 2468/2468
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Earth GF in the Tomb of the
Intelligence..Moderate	Thunder..N/A	Unknown King. Recovers by
Dexterity.....Low	Water....N/A	power of the earth. Attacks
Defense.....Moderate	Earth....Immune	with a large steel orb.
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	
=====+=====+=====		
Minotaur	Level: 11	Hit Points: 2455/2455
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Sacred's older brother.
Intelligence..Moderate	Thunder..N/A	This Earth GF has healing
Dexterity.....Low	Water....N/A	ability, as long as his feet
Defense.....Moderate	Earth....Absorbs	are on the ground.
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	
-----O-----O-----		
Watch out for these two, who can be very dangerous when combined. First		
of all, Sacred is pretty much the same as he was in the previous		
battle. He'll use his normal attack every single turn and heal HP while		
doing it. It's the Minotaur who provides the real challenge in this		
battle. He has a normal attack just like Sacred does that deals about		
the same amount of damage. He also has an attack called Mower, which		
pretty much "mowers" across you party and deals normal attack damage to		
everyone in your party. This is all well and good, in fact the fight		
would be easy if that's all it was, but that's not all it is. The		
Brothers are able to use a special combination attack called Mad Cow.		
This attack is basically an earthquake attack that will shake the ground		
violently and deal serious damage to everyone in your party, about 400		
damage to every one of them. If you're not prepared then this attack		
will totally wipe you out. Here's what you need to do to stay alive and		
win this battle. First use the draw command and notice that they carry		
the Protect spell, this is good because you're going to need it. Cast it		
on all three of your party members and it will pretty much last the entire		
battle, cutting all physical damage you take in half. Now here's where		
you hope you were able to stock a lot of those Float spells. It's best		
if you distribute them among your party so you can cast it quickly. Use		
Float on everyone in your party, this will make it so the earthquake		
spell Mad Cow can't even touch your party members and you take no		
damage. As if this wasn't nice enough, cast Float on both Sacred and		
Minotaur. Their ability to heal comes from some kind of bond with the		
Earth so when they are separated from it (floating in the air) that		
healing ability disappears and you are free to start smashing. When they		
are no longer healing, simply a couple casts of both Shiva and Quezacotl		
each should be enough to eliminate both of them simultaneously.		
O-----O-----O-----O		

For defeating the to Brothers you now get the ability to junction and use them as a Guardian Force. Also from the spirit you will get the 'Minotaur Card' which is nice since you already got the Sacred Card from the boss battle you

just fought. If you've forgotten the student's ID number then be sure to check again as you head straight down toward the exit and back to Deling City.

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|_ Final Fantasy VIII /-----o
|_ -----o-----\                      Deling City
|_ (0000D)          \-----o
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o----- Item Checklist -----o
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Return to General Caraway's mansion and give the guard out front the student's ID number.

```
|_ Weapons Mon Mar.....|
```

The way you have to enter it is stupid and you might get confused. You have to enter the ones columns, then the tens column, then the hundreds. Meaning that if the ID number was 11, you would enter 1, 1, and 0. Head inside the house after saving your game and speak to Rinoa. A scene with General Caraway follows, just stick behind him wherever he goes. After his explanation you've got time to go do whatever you wish. When you're prepared to begin the operation then return to General Caraway's house, save your game, and go inside. After the scene, leave the house and follow General Caraway once again. When you have control of Quistis at the gateway afterward head right down the path behind the tree and return to Caraway's house. After the scene you'll have control of Rinoa. Up at the top right you'll find an entrance to the sewer. Choose to climb down and head left for a few screens until you find the magazine 'Weapons Mon Mar.' Climb out of the sewer once again and save your game. Now start making your up those crates toward the top and jump across to the walkway. On the next screen there is a ladder on your left and you can get up from there. Another scene triggers after this and lasts until you're back at Caraway's Mansion again with Quistis' party. Examine the wine glasses on the left side of the room to take one, then go to the upper left corner and place it in the hands of the statue. Leave the room and save your game. Head down into the sewer and climb over top of the water wheel. Examine the bars to go through the door and a cutscene triggers when you do. You'll now have control of Squall, move right and navigate between the people, through the parade and into the building. You'll find yourself once again here, the same place Rinoa was before. Make sure Squall and Irvine are junctioned properly. Climb up the crates and up to the top where you'll find Rinoa and the lizards.

```
O=====O=====O=====O
| Iguion                      | Level: 12          | Hit Points: 944/944 |
O=====O=====O=====O
```

Hit Points....High	Fire.....Immune	
Strength.....Low	Ice.....N/A	A mutated gateway decoration.
Intelligence..Low	Thunder..N/A	Uses Petrify attacks.
Dexterity.....Low	Water....N/A	Someone has given it the
Defense.....High	Earth....Weak	Reflect power.
Spirit.....Low	Poison...Immune	
Evasion.....Low	Wind....N/A	
	Holy.....Weak	

```

|_ -----o-----o-----
|_
|_ These bosses have pathetically low HP totals, so low that it's well...
|_ pathetic. With less than 1000 HP a piece you can easily eliminate them
|_ with a few normal attacks from Squall as long as he has a decent magic
|_ spell junctioned, however don't be too quick to eliminate them. Most
|_ important of all the first thing you should do is the the Draw command
|_ and draw the Carbuncle Guardian Force from either of the bosses. While
|_ doing this also note the bosses carry the Cure spell and the Esuna spell,
|_ both will come in handy for this battle. The Iguions will most often
|_ use a normal slash attack that deals about fifty damage or so, there are
|_ two other attacks you need to watch out for. The first is the more
```

uncommon of the two, while both bosses are still alive they can team up and use the Resonance attack which will deal about 250 damage to both party members, you'll likely need to cure after being hit by that. The more common of the two is the Magma Breath which hits for decent damage to a single character but also has the added effect of inflicting the gradual petrify status, meaning a number will appear above the character's head and when that countdown reaches zero, the character turns to stone. In order to prevent this simply draw-cast the Esuna spell and use it on the character to fix them. As for offenses, Squall's attack is great and Renzokuken should be able to take one of them down in a single use. The best thing however is the Brothers GF. Not only is it strong but it exploits their weakness to Earth, if you have Boost, instant kill there.

o-----o

When the battle is over go back one screen and examine the trap door in the floor on the right side. Go down through it and pick up the sniper rifle. After the scene you'll have control of Quistis again. Head up and go through the gate. Cross the bridge and then go left through this gate as well. Try to climb the ladder and it falls over. Cross the ladder bridge to the other side and continue left. Use the Esuna draw point here and then head back across the ladder bridge. Make your way left through the gate, then up through the next one. Continue up to the next screen with the water wheel and head right, through the gate. When you reach the next water wheel if you go down and left you can find a draw point with Zombie in it. Head back and jump across the water wheel, then across the one on the other side. Now head down through the gate. Jump across the water wheel here and continue down. Jump across the water wheel yet again and head down for a third time. Drop the ladder down at the bottom and head right. Jump across this water wheel and run up to find the save point. Climb up the ladder above the save point, past the first floor and high up to the second floor. There's a quick scene here and then you need to hit the switch. From here it's beyond your control.

o=====o=====o=====o		
Seifer	Level: 19	Hit Points: 1076/1076
o=====o=====o=====o		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Decided to become a Sorceress'
Intelligence..High	Thunder..N/A	Knight under Edea. Uses Fire
Dexterity.....Low	Water....N/A	magic in conjunction with
Defense.....Very High	Earth....N/A	sword attacks.
Spirit.....Very High	Poison...Weak	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
-----o-----o-----		

Before this battle begins make sure you equip the Carbuncle Guardian Force, it will make things a lot easier, although this battle isn't exactly too difficult in the first place. Even though you're only fighting with Squall, about 1000 HP isn't that much to take off anyway. Seifer has a couple of main attacks, first he of course has his normal Gunblade slash. Seifer will also use the Fira spell which deals over 200 damage to Squall and can become quite dangerous. There are two ways to deal with this. The first is to junction Fire to your Elem-Def, but the far easier way is to simply summon the Carbuncle GF and then all of Seifer's magic will be reflected back onto him, not only preventing the damage to you, but inflicting damage upon him. Even if Seifer does manage to get Squall's HP low enough, one use of Renzokuken will totally obliterate Seifer with any decent spell junctioned.

O=====O=====O=====O		
Edea	Level: 11	Hit Points: 4300/4300
O=====O=====O=====O		
Hit Points....Very High	Fire....N/A	
Strength.....Low	Ice.....N/A	A powerful sorceress and
Intelligence..Moderate	Thunder..N/A	ruler of Galbadia. Her
Dexterity....Low	Water...N/A	sorceress powers may be the
Defense.....Low	Earth...N/A	most powerful in the world.
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
-----O-----O-----		

Following the battle with Seifer, the battle with Edea begins. Although it opens with only Squall against her, Irvine and Rinoa will quickly join the fray. Edea is equipped with powerful magic spells, the highest level of their kind like Thundaga, so your curative abilities had better equal her offensive capabilities. Of course there is one surefire way of standing up to these spells and it's the same tactic you used for the previous battle, summoning Carbuncle and having Reflect on your entire party will ease the difficulty significantly. Edea in one respect is unlike Seifer, she will not cast powerful magic and do harm to herself, instead she will use the Dispel spell over and over, What Dispel does is remove the Reflect status from a party member. Fortunately there is still one good thing about this, since Dispel only targets one person at a time she will waste three turns Dispel-ing your entire party after which you can simply summon Carbuncle again, all the while attacking her with your most powerful GFs and physicals. Her physical defenses are her weak point so rather than working out a bunch of powerful magic and such, sometimes it's easiest to rely on brute strength here if your characters have the junctions to back it up. One interesting facet about this battle is that victory is not actually required, the outcome after the battle remains unchanged regardless of whether you actually win or not, the only difference is that you don't get the AP bonus if you lose.

O-----O

_ Final Fantasy VIII /		
_ -----o-----\	Winhill	
(0000E) \		

O-----O

o----- Item Checklist -----o Following the switch to disc two you'll have

None..... /		

o-----o

o-----o

beside the armoire. head downstairs and speak to the little girl. Leave the house and go down, the pub is right next door.

After you're done talking to Kiros it's time to begin working for your food. Laguna's job is to help clear out the town of monsters. Leave the pub and head down. Follow the path out of town, head down until Laguna says the patrol is complete. From here go left and the item shop is right beside you.

o-- Item Shop -----o		
Potion.....100 Gil	Hi-Potion.....500 Gil	
Phoenix Down.....500 Gil	Antidote.....100 Gil	
Eye Drops.....100 Gil	Soft.....100 Gil	

Echo Screen.....	100 Gil	Holy Water.....	100 Gil
Remedy.....	1000 Gil	Tent.....	1000 Gil
Fuel.....	3000 Gil	Normal Ammo.....	20 Gil
Shotgun Ammo.....	40 Gil	G-Potion.....	200 Gil
G-Returner.....	500 Gil		
o-----o			

Note that Laguna's funds and Squall's funds are separate, meaning you'll have 3000 Gil here no matter what you had as Squall. This also means that when you go back to Squall your money will disappear, but since item inventory remains the same, you should spend every last bit of the money on anything. Return to the pub and speak with Raine. After that, go next door and up to your room. Save the game then examine your bed and choose to take a rest.

inal Fantasy VIII /-----o	
-----o-----\	D-District Prison
(0000F) \-----o	

o----- Item Checklist -----o	Speak to all three of your party members and then speak to Rinoa again. The rest of this is a rather long scene until you have control of Zell once again. Go down one floor to find a save point, then back up two floors to find the weapons being guarded by two enemies. Approach them to trigger a battle. After this you'll have your party again, use the opportunity to access the menu as a means to prepare all your characters for the next battle.
Tent.....	
Pet House.....	
Pet Nametag.....	
Str Up.....	
Combat King 001.....	
Cottage.....	
o-----o	

O=====O=====O=====O		
Biggs	Level: 9	Hit Points: 1671/1671
O=====O=====O=====O		
Hit Points....Very High	Fire....N/A	
Strength.....Low	Ice.....N/A	He was a major during the
Intelligence..Low	Thunder..N/A	Dollet Communication Tower
Dexterity....Low	Water...N/A	Operation, but was demoted
Defense.....Low	Earth...N/A	after the operation failed.
Spirit.....Moderate	Poison...N/A	Hates SeD.
Evasion.....Low	Wind....N/A	
	Holy....N/A	
=====+=====+=====		
Wedge	Level: 13	Hit Points: 1743/1743
=====+=====+=====		
Hit Points....Very High	Fire....N/A	
Strength.....Low	Ice.....N/A	Demoted along with Biggs
Intelligence..Low	Thunder..N/A	for his part in the Dollet
Dexterity....Low	Water...N/A	Communication Tower
Defense.....Low	Earth...N/A	Operation. Unfortunately,
Spirit.....Low	Poison...N/A	still works under Biggs.
Evasion.....Low	Wind....N/A	
	Holy....N/A	
-----o-----o-----		

Biggs and Wedge make their not so triumphant return battling what they thought to be unarmed prisoners as they sit in a jail cell. Hopefully you set yourself up properly for this not so difficult battle. Each one of them pretty much relies on a single physical attack meaning that as long as you have a decent supply of curative magic (which you probably won't

| even need) there is very little chance of actually being defeated. Now
 | and then Wedge will use a Fire spell but it doesn't deal much more than a
 | normal attack. To really soften them up cast Protect on your party and
 | then just start picking away at their health. To make this even more of
 | a joke, draw Reflect from Wedge and cast it on your party, this is
 | totally a waste of time really, I'm just coming up with ways to make this
 | fight so stupidly easy, that it's kind of funny. Sometimes Wedge and
 | Biggs give humorous little bits of dialogue anyway so it's interesting
 | to just mess around here. It's also a good chance to stock up on some
 | spells that junction fairly well like Haste, also Protect, Shell and
 | Reflect all junction extremely well to Elemental Defense. When you're
 | actually ready to end the battle, simply summon Brothers or Ifrit or
 | any other decently powerful Guardian Force to bring the two down.
 |
 o-----o

If you want some items, start making your way down the stairs. Check all the
 rooms on your way to the bottom floor to find 'Tent,' 'Pet House,' 'Pet
 Nametag,' 'Str Up,' and 'Combat King 001.' Head all the way back again and
 start making your way up the stairs, your final destination is the thirteenth
 floor. When you reach the tenth floor and you're around on the right side, go
 through the door and speak with the man, press square to play a card game with
 him. If you win, he will customize your battle meter to keep more detailed
 records. Continue up the stairs toward the thirteenth floor. Enter the room
 and recruit Squall back into your party. Once you're in the elevator, press
 the button to drop down. As Zell once again, start running right, in the
 opposite direction you were moving before. After the scene you'll need to
 form a party of Squall, Rinoa and one other person then make your way once

o-- Item Shop -----o

	Potion.....100 Gil	Hi-Potion.....500 Gil
	Phoenix Down.....500 Gil	Antidote.....100 Gil
	Eye Drops.....100 Gil	Soft.....100 Gil
	Echo Screen.....100 Gil	Holy Water.....100 Gil
	Remedy.....1000 Gil	Tent.....1000 Gil
	Fuel.....3000 Gil	Normal Ammo.....20 Gil
	Shotgun Ammo.....40 Gil	G-Potion.....200 Gil
	G-Returner.....500 Gil	

o-----o

again up to the thirteenth floor. As you go up the scene will change to
 Irvine's party back on the eighth floor. Enter the cell right above you and
 speak to the guy, he'll show you his shop inventory. From here begin making
 your way down, saving on your way until you reach the third floor. As
 Squall's party once again speak to the Moomba to get a 'Cottage.' Head down
 to the next screen and go up the stairs below you. Follow this path up to the
 next level and then up once again to encounter a boss enemy.

O=====O=====O=====O

	GIM52A		Level: 14		Hit Points: 2114/2114	
--	--------	--	-----------	--	-----------------------	--

O=====O=====O=====O

	Hit Points....Very High		Fire.....N/A			
	Strength.....Moderate		Ice.....N/A		A Galbadian machine that	
	Intelligence..Low		Thunder..Weak		attacks with magic and	
	Dexterity.....Low		Water....Weak		missiles. The more advanced	
	Defense.....Low		Earth....Weak		models use high-powered	
	Spirit.....Very High		Poison...Immune		beams.	
	Evasion.....Low		Wind.....N/A			

	Holy.....N/A	
Elite Soldier	Level: 14	Hit Points: 330/330
Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	An officer acting together
Intelligence..Low	Thunder..N/A	with Galbadian Soldiers.
Dexterity....Low	Water....N/A	Defeat him first, before he
Defense.....Moderate	Earth...N/A	uses recovery magic on the
Spirit.....Moderate	Poison...Weak	other soldiers.
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
-----o-----o-----		
<p>A lone Elite Soldier is working with these two powerful GIM52A enemies, like the description says, the soldier will provide support to his two allies so the first thing you should do in this battle is destroy him. Once the soldier is out of the way your next task of course becomes getting rid of the large machines. This fight is somewhat similar to the fight with Diablos. The robots have an attack designed to be quite powerful and able to weaken you called Micro Missiles. Micro Missiles can't ever actually kill you, instead what it does is take off half of your current HP, so even if your party is really strong this attack is still going to hurt you. After using Micro Missiles the enemies will rely on their fast speed and moderately powerful physical attacks to knock off whatever remaining HP you have left which is why it is very important to heal in this battle. They use their physical attacks a lot more often than Diablos did so the chances of actually being killed are a lot greater, but at least the attacks aren't too strong. To eliminate these enemies I prefer to just let Micro Missiles take Squall's HP down a bit and then just blow them away with Renzokuken, but considering their weakness to thunder magic, a Boosted Quezacotl can work just as well.</p>		
o-----o-----		

Watch the quick scene with Irvine and then leave the room through the exit that leads outside. Start crossing the bridge to trigger a cutscene. Keep crossing afterward and get ready to move! While hanging onto the ledge hold diagonal up-right to shimmy along the side. It's quite easy if you're holding it the whole time but if you stop for some reason, you'll probably end up with a game over. There's another scene after you finish this. You need to choose a party, just as a quick note, choose your more preferred party to go with Squall, you'll be using that party more frequently than the other. When you get out of the car go left past the U shaped bars and get onto the train. When you have control of the car on the world map, you can reach the Missile Base by going Northeast a bit then turning and driving directly West.

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___ inal Fantasy VIII /-----o
| -----\                      Missile Base |
| (0000G)  \-----o

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o----- Item Checklist -----o
|                               |
| None..... /                |
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Once you get inside the Missile Base head left and go through the door. There's a save point here right in front of you and two doors on your left. Examine the panel in between the two doors to open the one on the left. Head forward and choose to walk by casually. Run across the walkway on the next screen and down the stairs. Another save point here. Speak to the two men and take the lower left exit beside the stairs. You'll find a draw point here containing Blind and a

couple of guards standing around minding their own business. Speak to the guard standing on the left of the other one. After speaking with him go back up one screen, then through the door leading up. Speak to the man at the top and tell him the other crew says to go on ahead. After speaking with him return to the other crew and give them the news. Return once again back to the room being guarded by the soldier who commented on your walking style. Talk to him to get him to leave his position. Examine the control panel in the room and just hit whatever. Once the lights are out, leave the room. Try to talk your way out of the situation by telling them you were just about to go make the call. Go back down the stairs again and approach the door. When the guy comes out, agree to give him a hand with the thing. Check the left part of this room beside one of the large missile silos to find an invisible draw point for Full-Life. Now get in between the two guys and then tap square repeatedly to move the launcher. Finally leave this room and examine the computer terminal on the right side of the door. Choose the Target option and then set error ratio. Next choose data upload and then exit the program. After this head upstairs and it's time to cause a ruckus.

O=====O=====O=====O		
Base Leader	Level: 14	Hit Points: 1149/1149
O=====O=====O=====O		
Hit Points....High	Fire....N/A	
Strength.....Low	Ice.....N/A	Galbadia Missile Base
Intelligence..Low	Thunder..N/A	security leader. Stronger
Dexterity....Low	Water...N/A	than regular Galbadian
Defense.....Low	Earth...N/A	soldiers.
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
=====+=====+=====		
Base Soldier	Level: 12	Hit Points: 489/489
=====+=====+=====		
Hit Points....Moderate	Fire....N/A	
Strength.....Low	Ice.....N/A	Galbadia Missile Base
Intelligence..Low	Thunder..N/A	security soldiers. Paid a
Dexterity....Low	Water...N/A	little better than regular
Defense.....Low	Earth...N/A	Galbadian soldiers.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
-----O-----O-----		
I'm not even quite sure why this is classified as a boss battle, it's		
only marginally more difficult than a normal battle with the same		
basic enemies slightly upgraded. The only thing that makes this battle		
difficult even in the slightest is the enemy ability to use Confuse on		
your party, implying that the enemies themselves aren't actually hard,		
you only need to watch out for your own party members in this battle.		
A confused ally can be cured easily with a simply weak physical attack,		
from there all you need are one or two Guardian Forces to end the fight.		
O-----O-----O-----O		

When Quistis tells you to go look for the missile controls, check the terminal on your left, that's the one you're looking for. Next examine the terminal on your right and beside the door, then go through the door, this is where the self-destruct mechanism is located. Set it for whatever time you feel is necessary. If you choose ten minutes and manage to do it successfully, your SeeD rank will increase on the next paycheck. Run out of the base as quickly as possible, as you reach the parking lot you'll encounter a boss.

O=====O=====O=====O		
BGH251F2	Level: 10	Hit Points: 6000/6000
O=====O=====O=====O		
Hit Points....Very High	Fire....N/A	
Strength.....Moderate	Ice.....N/A	Named Iron Clad for its
Intelligence..Moderate	Thunder..Weak	defense capability. The main
Dexterity....Moderate	Water....Weak	cannon is more powerful than
Defense.....Very High	Earth....Weak	X-ATMO92's Ray-Bomb.
Spirit.....Low	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy....N/A	
=====+=====+=====		
Base Leader	Level: 14	Hit Points: 1149/1149
=====+=====+=====		
Hit Points....High	Fire....N/A	
Strength.....Low	Ice.....N/A	Galbadia Missile Base
Intelligence..Low	Thunder..N/A	security leader. Stronger
Dexterity....Low	Water....N/A	than regular Galbadian
Defense.....Low	Earth....N/A	soldiers.
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....N/A	
	Holy....N/A	
=====+=====+=====		
Base Soldier	Level: 12	Hit Points: 489/489
=====+=====+=====		
Hit Points....Moderate	Fire....N/A	
Strength.....Low	Ice.....N/A	Galbadia Missile Base
Intelligence..Low	Thunder..N/A	security soldiers. Paid a
Dexterity....Low	Water....N/A	little better than regular
Defense.....Low	Earth....N/A	Galbadian soldiers.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy....N/A	

-----O-----O-----

Definitely the hardest boss you've had to face so far, plus you have a time limit to watch out for. I'll assume you chose the ten minute timer, so even if you didn't, obviously a strategy that will kill the boss quickly will benefit you anyway. In terms of offense, the boss has all the bases covered. In fact this is the first boss with an attack that has quite a good chance of killing you even at full HP, so Guardian Forces with HP Junction ability are going to help out quite a bit. Believe it or not the boss only has two attacks. The first is a physical blast of gunfire to a single character which deals about 200 - 300 damage. This is the attack you're going to see most often so it's a good idea to do what you can to lessen the damage. The boss is stocked with the Protect spell which will reduce the damage taken from the gunshot attack by 50%. Draw and cast it on all your characters at the beginning of the battle. If you chose ten minutes doing this is optional, as it does admittedly waste a turn. The next attack the boss has is the much more dangerous one. The boss will use a single turn to prepare for the beam cannon and then let loose on the next one. The beam cannon does about 900 damage to a single character and cannot be weakened by either the Protect or Shell spells the boss is carrying. From this point on, the boss will no longer announce the Beam Cannon, it will just fire the cannon periodically. As for killing the boss quickly and efficiently, this job falls solely in the capable hands of the Quezacotl Guardian Force which is so much more effective than anything else, with the possible exception of limit breaks. You're not going to have time to

be summoning GFs with all of your characters, so assign your most powerful magic user to be the summoner of Quezacotl, and the remaining two characters should just focus on using physical attacks enhanced by junctioned magic for the entire battle. Boost is the most important ability to have for Quezacotl followed by SumMag+10% and the ones that follow, you're going to want to be able to deal more than 1000 damage per cast. The boss has 6000 HP approximately and for every 1000 damage dealt, one of the six pods on its head will explode. When the boss gets down to two pods it will use the powerful Beam Cannon on EVERY turn, totally obliterating your party. At this point it doesn't matter how bad the idea sounds, you need to go on an all out offensive and take the boss down as quickly as possible. If you're looking for a way to effectively survive as long as possible, note that **Siren L Mag-RF ability combined with Tents, Cottages and Wizard Stones should provide a good deal of Curaga spells which will boost your hit point total to the 3000-4000 range.** After the boss has been defeated, three more soldiers pop out, but a single GF cast should eliminate those guys.

o-----o

Run back and forth in the parking lot, to the left and then back to the right in order to trigger the scene. After that you'll be back at Balamb Garden. If this doesn't happen either your time ran out or you screwed up when you set the error ratio on the computer control panel back in the Missile Base.

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|___ inal Fantasy VIII /-----o
|  -----o-----\                Balamb Garden |
|      (0000H)      \-----o

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o----- Item Checklist -----o
|                                     |
| Gysahl Greens.....|_         | toward the front hall. When you are
| X-Potion.....|_         | approached by the robed man just say "I
| Elixir.....|_         | guess... for now" or something along those
| Mega Phoenix.....|_         | lines to avoid a pointless random battle.
| Remedy.....|_         | Keep going until you find a scene in the
| Tent.....|_         | front hall. If you're looking for a save
| Seifer Card.....|_         | point, and there's a good chance you are
|                                     | (and should be after the missile incident)
|                                     | then you'll have to head for your room in
o-----o the dormitory. Doing so requires you to get
                                     | past one of the robed guards and admitting

```

you're still siding with Headmaster Cid, but no matter. All you have to do is fight a weak normal enemy to get by. Head toward your room and save your game. You can also rest in your bed as well, which is nice. All right let's begin looking for Headmaster Cid. Leave the dormitory and go left. Head up the first path and speak with the robed man. Fight your way through the random battle, then continue up to the cafeteria. Speak to the girl at the top two times, on the second time she'll give you 'Gysahl Greens.' Leave the cafeteria and make your way left to the next area, the quad. When the three SeedS jump down tell them you are with the Headmaster. Speak to the three of them to get an 'X-Potion.' Keep going around counter-clockwise to the next area, the infirmary. Defeat the Grinaldo enemy and then head inside. Speak with Dr. Kadowaki again to get and 'Elixir.' Return to the front hall, you'll see Xu there, ignore her for now. Keep going right to reach the library. Speak to the girl there and she'll give you a 'Mega Phoenix' (it could be a different item if you don't have Zell in your party.) Make your way to the training center, inside you'll have to fight a T-Rexaur. Speak with the Seed after saving their life to get a 'Rememdy.' If you go through the door on the right you can find a man who runs an item shop there. One more stop, the

o-- Item Shop -----o	
Potion.....100 Gil	Hi-Potion.....500 Gil
Phoenix Down.....500 Gil	Antidote.....100 Gil
Eye Drops.....100 Gil	Soft.....100 Gil
Echo Screen.....100 Gil	Holy Water.....100 Gil
Remedy.....1000 Gil	Tent.....1000 Gil
Fuel.....3000 Gil	Normal Ammo.....20 Gil
Shotgun Ammo.....40 Gil	G-Potion.....200 Gil
G-Returner.....500 Gil	
o-----o	


parking lot just past the training center. Speak to the people there to get a 'Tent.' Now return to the front hall and ride to elevator up to the second floor. Speak to Xu at the end of the hall then go back to the elevator and ride it up to the third floor. After speaking with Cid, get onto the elevator and ride it down. When the elevator stops, speak to your party, examine the control, then examine the panel in the floor. Climb down the elevator shaft to the bottom. When you have control again it might be a good idea to junction fire to your Elem-Atk for someone, most of the enemies in this area are weak to it including the upcoming bosses. Follow the pipe up and around to the ladder. Go through the lower left door at the bottom and grab hold of the handle. In order to open if you have to keep tapping the square button over and over again, the first time you try it's extremely hard to do, it's probably not even worth trying. Wait until one of your party members is giving you a hand with it before trying for real. Once the handle is turned and you leave the room you can keep climbing down. On the other side of this large pillar there's a ladder to climb. Say that we have no choice, let's go. When you land, examine the computer control panel. Climb back down the ladder to join up with your party again. At the lower left part of this screen there's a flashing green button and yet another ladder leading down. You'll find a save point at the bottom which is definitely worth using. Pull the switch beside the save point and then head up to trigger a boss fight.

O=====O=====O=====O		
Oilboyle	Level: 22	Hit Points: 4507/4507
O=====O=====O=====O		
Hit Points....Very High	Fire.....Weak	
Strength.....Moderate	Ice.....N/A	This creature lives
Intelligence..Moderate	Thunder..N/A	underground. Its slimy
Dexterity....Low	Water....Immune	body is full of oil, attacks
Defense.....Moderate	Earth...N/A	by spitting oil.
Spirit.....Moderate	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	
-----O-----O-----O-----O		

There are two Oilboyles to fight here, which shouldn't be too much of a problem provided you are adequately prepared. The Oilboyles have three attacks. The first is of course a normal physical attack that deals moderate damage to a single party member and can be weakened by the Protect spell (which you would have to cast yourself since neither of them have it available to draw.) The next attack is probably the most dangerous, the Sonic Wave, because it hits your entire party. The damage will usually range anywhere between 300 - 500 damage to everyone. Lastly the boss has the ability to shoot oil at you which does more damage than any other attack, between 600 - 800 damage, and can inflict the Darkness status on a character. It's a good thing the boss carries the Esuna spell, if any of your characters gets inflicted with Darkness simply

draw-cast the Esuna spell to remove the ailment. This does not apply to Squall however, Squall automatically has 255% accuracy right from the beginning of the game, which basically means it's a physical impossibility for him to actually miss, the Darkness status has no effect on him. Once you've taken enough damage to bring your HP down to dangerous levels don't waste your own magic or items, simply draw-cast the Cura spell from either of the Oilboyles whenever you need to use it. Now as for offensive tactics, the most important thing to keep in mind is that the bosses both have a very severe weakness to fire. You can junction fire magic to your Elem-Atk to really raise the damage you can deal with a physical attack, but by far the most effective way to deal with this fight is just junctioning Ifrit and Boosting it, with the help of SumMag+10/20/30% you're looking at damage in the multi-thousands. Not only that it hits both of them, so really this battle could be easily ended in just two turns provided you've learned enough of Ifrit's abilities.

O-----O

After the boss fight is over, head up and climb down the ladder on the next screen. Approach the control panel and begin pressing buttons to trigger a scene. Once everything has happened, speak with Cid and agree to go check up on the others. On the second floor, run to the end of the hall and go out the door at the end. Watch the cutscene when you get out there, then return back inside.  With that you need to return once again to the bridge upstairs. After the scene you'll find yourself back in your room again. Save your game and head for the front hall. Here you will be approached by one of the robed men, now just ride the elevator down to the basement and watch the scene.

O=====O=====O=====O

NORG	Level: 22	Hit Points: 10,700/10,700
------	-----------	---------------------------

O=====O=====O=====O

Hit Points....Very High	Fire.....N/A	
Strength.....High	Ice.....N/A	Master of Balamb Garden.
Intelligence..High	Thunder..N/A	Opposes Headmaster Cid in
Dexterity.....Low	Water....N/A	trying to control Balamb
Defense.....Low	Earth....N/A	Garden.
Spirit.....Low	Poison...Immune	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	

=====+=====+=====

NORG Pod	Level: 16	Hit Points: 2000/2000
----------	-----------	-----------------------

=====+=====+=====

Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A defense shelter protecting
Intelligence..Low	Thunder..Strong	Master NORG. The shelter
Dexterity.....High	Water....N/A	must be destroyed in order
Defense.....Very High	Earth....N/A	to attack NORG, who is inside
Spirit.....Very High	Poison...Immune	the shelter.
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

=====+=====+=====

Left Orb	Level: 16	Hit Points: 1306/1306
----------	-----------	-----------------------

=====+=====+=====

Hit Points....Very High	Fire.....Immune	
Strength.....Low	Ice.....Immune	NORG's support system with
Intelligence..Low	Thunder..Immune	auto-recover functions that
Dexterity.....Low	Water....Immune	restore any damage. Uses
Defense.....Very High	Earth....Immune	status-changing attacks.
Spirit.....Very High	Poison...Immune	Immune to fire, ice, thunder,
Evasion.....Low	Wind.....Immune	earth, poison, wind, water

	Holy.....Immune	and holy
=====		
Right Orb	Level: 16	Hit Points: 1306/1306
=====		
Hit Points....Very High	Fire.....Immune	
Strength.....Low	Ice.....Immune	NORG's support system with
Intelligence..Low	Thunder..Immune	auto-recover functions that
Dexterity.....Low	Water....Immune	restore any damage. Uses
Defense.....Very High	Earth....Immune	status-changing attacks.
Spirit.....Very High	Poison...Immune	Immune to fire, ice, thunder,
Evasion.....Low	Wind.....Immune	earth, poison, wind, water
	Holy.....Immune	and holy
-----o-----o-----		

The beginning of the fight is easy as long as you've got at least one person with a decent strength physical attack, that person is probably going to be Squall. Here's how the battle works at the beginning. The two orbs, left and right, have three different colour states: Blue, yellow and red. They start off as blue and gradually move toward red. In red state they are capable of casting powerful magic and doing a good deal of damage to your party with magic like Tornado, or other status effecting spells like Silence and Darkness. The trick is however that each time an orb is hit, it reverts to a previous state, so red would change to yellow and yellow to blue. It doesn't matter how weak or strong the hit is either. Your main goal at the beginning of the battle is to destroy the NORG Pod which has about 2000 HP. To beat the first part of the battle without even taking damage simply do this. Have Squall attack the NORG Pod. Wait a second until the two orbs turn yellow and have your other two characters physically attack the two orbs so they change back to blue. Keep doing this over and over until the NORG Pod is destroyed and the real NORG shows his face. Now get something straight right now. When NORG has been revealed the first thing you need to do is use the Draw command and draw the Leviathan Guardian Force from the boss. DRAW LEVIATHAN! Get your attention? Good. Once that's out of the way you can start attacking. Unfortunately there is no longer any way to beat the boss without it attacking, NORG will begin to use his magic on you so now you have to focus on hitting those two orbs as well as keeping your party fully healed at all times, it's quite dangerous. Some of NORG's attacks include a basic Water spell that hits one single character, as well as a basic Blizzara spell that hits one character as well. Notice you can Draw Shell from the boss, it may be a good idea to draw-cast Shell on all characters in your party to try and reduce some of the damage you take. Another of NORG's attacks, the Psycho Blast is basically just a powerful attack that does 700 - 800 damage to one character. NORG also has the ability to use Slow on someone so it takes longer for them to get turns. This will wear off eventually, but note that you can draw-cast the Esuna spell from NORG so if any abnormal status ailments occur, cure them quickly and get on with the fight. As NORG's hit points start to dwindle he will cast the Protect spell on himself to halve all physical damage he takes from that point on. He's so adamant about protecting himself in fact that often after he casts the Protect spell, he will cast it again before it wears off, and the spell will just miss, wasting one of his turns. If there's anything that will kill you in this battle it's going to be the Psycho Blast, when near death he just uses it over and over, be sure you've got some Curaga's in your magic inventory. When it comes to attacking the boss, since two of your teammates are going to be generally busy, I found that Squall simply normal attacking each turn was sufficient enough to drain his HP. If you can manage to let loose a Renzokuken on this boss, especially before NORG is able to cast

| the Protect spell on himself, it will totally annihilate him. |
| |
o-----o

If you examine the ground in front of the broken NORG Pod now you can find an invisible draw point for Bio. Take the elevator up and return to the first floor, it's probably a good idea to stop by your room in the dormitory and save the game. Now you need to find Cid, you won't find him on the bridge so don't bother checking. Your destination is actually the infirmary. Speak to Cid and ask him each of the questions that are listed. Leave the infirmary and return to the front hall where Xu will speak with you. Get on the elevator and ride it to the second floor. When Headmaster Cid asks you to go and find the girl, make your way to the library, you'll find her there. In the morning leave your room and there's suddenly an announcement. After that watch the scene. You'll have control again up on the bridge. Before leaving play a card game with Headmaster Cid, from him you can win the awesome 'Seifer Card.' Now leave the bridge and make your way to the second floor, the balcony there is the only way to access Fishermans Horizon.

—
| inal Fantasy VIII /-----o
| -----o-----\ Fishermans Horizon |
| (0000I) \-----o

o----- Item Checklist -----o The first thing you should do here is head
| | down below this walkway you start on, the
| Occult Fan III..... | master fisherman is there and will give you
| Quezacotl Card..... | a copy of 'Occult Fan III.' Ride the
| | elevator down. When you reach the bottom
o-----o head down one screen, then before going down
the ramp to the mayor's house head right.

You'll find a save point and a draw point here. Go back and run down the ramp to reach the mayor's house. Speak with the mayor when you get there. After speaking with him challenge to a card game, you can win the 'Quezacotl Card' from him. Outside of the mayor's house on the right you can find former headmaster of Galbadia garden, Martine. Try playing cards with him, his stock is really quite impressive. Return to that save point you found on the way to the mayor house and save your game, then go right. Keep running up to the next area. Choose to go and help the mayor and a battle triggers. Simply summon a big Guardian Force like Leviathan to take the soldiers out.

O=====O=====O=====O		
BGH251F2	Level: 24	Hit Points: 7400/7400
O=====O=====O=====O		
Hit Points....Very High	Fire....N/A	
Strength.....Moderate	Ice.....N/A	Out of control after being
Intelligence..Moderate	Thunder..Weak	destroyed at the Missile
Dexterity....Moderate	Water....Weak	Base. Can only fight for a
Defense.....Low	Earth....Weak	short amount of time.
Spirit.....Low	Poison...Immune	
Evasion.....Very Low	Wind....N/A	
	Holy....N/A	
-----o-----o-----		

| This fight is very similar to the previous battle with the same monster,
| with one notable difference. The boss' gun attack is approximately
| two times as powerful as it was the first time. Also the boss probably
| has a bit more HP than it did last time. Basically it uses a normal
| gun attack most of the time that will deal between 300 and 400 damage to
| a single character. In order to weaken the damage taken from this attack
| all you have to do is draw-cast the Protect spell from the boss, it should

| still have it. Second is the beam Cannon which is about equally as
 | powerful as it was in the last battle. 800 to 900 damage frequently
 | can get pretty brutal so make sure either your characters have some
 | decent magic like Curaga junctioned to their HP, or some decent magic
 | like Curaga ready to cast when they get hit, or possibly both which would
 | of course be ideal. When it comes to defeating this boss there are two
 | easy ways to do it. One is to just let Squall's HP get as low as
 | possible, have a good spell junctioned to his strength, and use
 | Renzokuklen about once or twice to finish the boss off. The less
 | dangerous way is of course to keep summoning the Quezacotl Guardian
 | Force, when you boost it as much as you can it should be able to deal
 | between 1500 - 2000 damage to the boss with a good hit.

o-----o

When everyone has met up and gone, speak with Rinoa. I guess if you didn't
 send her to the Missile Base then maybe someone else will be standing there,
 or nobody, who knows. Leave this area and head down one screen. Run onto the
 dock and keep going right to the next screen. Speak to the fisherkid like
 four times to see a whole bunch of different scenes (tell him you were
 impressed by the master fisherman.) Speak to the shopkeeper to check out the
 junk shop (remember you actually have to read the Weapons Monthly magazines
 before the new weapons appear at the shop.) Head across the street on the
 left past the drunk to reach the combination inn and item shop. Check out the
 upstairs to find an old issue of Timber Maniacs. Now it's time to head back
 to Balmb Garden, be sure to stop and speak with Irvine on the way there.

o-- Junk Shop -----o

Revolver.....100 Gil	(Squall)	M-Stone Piece....6	Screw.....2
Shear Trigger...200 Gil	(Squall)	Steel Pipe.....1	Screw.....4
Cutting Trigger.400 Gil	(Squall)	Mesmerize Blade..1	Screw.....8
Flame Saber....600 Gil	(Squall)	Betrayal Sword...1	Turtle Shell....0
		Screw.....4
Metal Knuckle...100 Gil	(Zell)	Fish Fin.....1	M-Stone Piece....4
Maverick.....200 Gil	(Zell)	Dragon Fin.....1	Spider Web.....1
Gauntlet.....400 Gil	(Zell)	Dragon Skin.....1	Fury Fragment....1
Valiant.....100 Gil	(Irvine)	Steel Pipe.....1	Screw.....4
Ulysses.....200 Gil	(Irvine)	Steel Pipe.....1	Bomb Fragment....1
		Screw.....2
Chain Whip.....100 Gil	(Quistis)	M-Stone Piece....2	Spider Web.....1
Slaying Tail....200 Gil	(Quistis)	Magic Stone.....2	Sharp Spike.....1
Red Scorpion....400 Gil	(Quistis)	Ochu Tentacle...2	Dragon Skin.....2
Pinwheel.....100 Gil	(Rinoa)	M-Stone Piece....3
Valkyrie.....200 Gil	(Rinoa)	Shear Feather...1	Magic Stone.....1
Flail.....100 Gil	(Selphie)	M-Stone Piece....2	Bomb Fragment....1
Morning Star....200 Gil	(Selphie)	Steel Orb.....2	Sharp Spike.....2

o-----o

o-- Item Shop -----o

Potion.....100 Gil	Hi-Potion.....500 Gil
Phoenix Down.....500 Gil	Antidote.....100 Gil
Eye Drops.....100 Gil	Soft.....100 Gil
Echo Screen.....100 Gil	Holy Water.....100 Gil
Remedy.....1000 Gil	Tent.....1000 Gil
Fuel.....3000 Gil	Normal Ammo.....20 Gil
Shotgun Ammo.....40 Gil	G-Potion.....200 Gil
G-Returner.....500 Gil	

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o-----o
|
|_ inal Fantasy VIII /-----o
| -----o\ Balamb Garden |
| (0000J) \-----o

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o----- Item Checklist -----o
|                                     |
| None..... / |
|                                     |
o-----o

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Your goal here is to head to the Quad and find Selphie. From here it's just a lengthy scene that follows. Soon enough you'll be back at the Quad and forced to choose musical instruments for people. Despite their objections earlier they seem to all be quite proficient at playing, oh well. The actual characters make no difference, it's all about the instruments, you can mix and match to make whatever song you want however the two real songs are as follows. For a faster more upbeat song the correct instruments are the guitar, the flute, tap dancing and the violin. For a slower and more relaxed song choose the bass guitar, piano, saxophone and electric guitar. Later that night, as Squall, leave your room and speak to Rinoa. Head down and watch the concert, then go right when you're tired of watching for another scene. The next day, speak with Nida on the bridge and tell him you are ready to depart. Now that you have control of Balamb Garden you can do anything you want! Or perhaps not. You'll find the town of Balamb to the North, on the island that's somewhat in the middle of all the other continents. This town is your next destination.

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|
|_ inal Fantasy VIII /-----o
| -----o\ Balamb |
| (0000K) \-----o

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o----- Item Checklist -----o
|                                     |
| None..... / |
|                                     |
o-----o

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Enter Balamb and speak to the guard, then speak to the two people and then to the guard once again. Now that you're actually inside the town, head to Zell's house and speak with his mother. Leave Zell's house and check out the shops if you need to, they should still be open for business. Now make your way to the hotel and speak to the guards standing out front. After this head to the dock (down near the end) and speak with the soldier standing beside the dog. From here, return to Zell's house and speak with Zell's mother. Next thing you need to do is to

```

o-- Junk Shop -----o
|
| Revolver.....100 Gil (Squall) M-Stone Piece....6 Screw.....2 |
| Shear Trigger...200 Gil (Squall) Steel Pipe.....1 Screw.....4 |
| Cutting Trigger.400 Gil (Squall) Mesmerize Blade..1 Screw.....8 |
| Flame Saber.....600 Gil (Squall) Betrayal Sword...1 Turtle Shell....0 |
|                                     Screw.....4 |
| Metal Knuckle...100 Gil (Zell) Fish Fin.....1 M-Stone Piece....4 |
| Maverick.....200 Gil (Zell) Dragon Fin.....1 Spider Web.....1 |
| Gauntlet.....400 Gil (Zell) Dragon Skin.....1 Fury Fragment....1 |
| Valiant.....100 Gil (Irvine) Steel Pipe.....1 Screw.....4 |
| Ulysses.....200 Gil (Irvine) Steel Pipe.....1 Bomb Fragment....1 |
|                                     Screw.....2 |
| Chain Whip.....100 Gil (Quistis) M-Stone Piece....2 Spider Web.....1 |
| Slaying Tail....200 Gil (Quistis) Magic Stone.....2 Sharp Spike.....1 |
| Red Scorpion....400 Gil (Quistis) Ochu Tentacle....2 Dragon Skin.....2 |
| Pinwheel.....100 Gil (Rinoa) M-Stone Piece.....3 |
| Valkyrie.....200 Gil (Rinoa) Shear Feather....1 Magic Stone.....1 |

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Flail.....100 Gil	(Selphie)	M-Stone Piece....2	Bomb Fragment....1
Morning Star....200 Gil		Steel Orb.....2	Sharp Spike.....2
o-----o			
o-- Item Shop -----o			
Potion.....100 Gil		Hi-Potion.....500 Gil	
Phoenix Down.....500 Gil		Antidote.....100 Gil	
Eye Drops.....100 Gil		Soft.....100 Gil	
Echo Screen.....100 Gil		Holy Water.....100 Gil	
Remedy.....1000 Gil		Tent.....1000 Gil	
Fuel.....3000 Gil		Normal Ammo.....20 Gil	
Shotgun Ammo.....40 Gil		G-Potion.....200 Gil	
G-Returner.....500 Gil			
o-----o			

check out the train station, talk to the two soldiers there and the train guy as well. Make tracks for the docks once again, this time just speak to the dog. When it runs off, follow the dog back to the train station again. Now after this make sure you junction everything you need on your party and set yourself up for a boss battle, then go back to the hotel.

O=====O=====O=====O		
Raijin	Level: 20	Hit Points: 8000
O=====O=====O=====O		
Hit Points....High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Looking for Ellone with
Intelligence..Low	Thunder..Absorbs	Fujin. Good at physical
Dexterity.....Low	Water...N/A	attacks. Tries to act cool
Defense.....Moderate	Earth...N/A	around other people.
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
G-Soldier	Level: 20	Hit Points: 240/240
=====+=====+=====		
Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	Galbadian soldier that uses
Intelligence..Low	Thunder..N/A	magic with a sword. Strong
Dexterity.....Low	Water...N/A	enough, but nowhere near as
Defense.....Low	Earth...N/A	strong as any SeeD member.
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
-----o-----o-----o		

Well first of all those two Galbadian Soldiers certainly aren't going to be hard to take out. Raijin on the other hand is a slightly different story. Raijin has one single attack, and really that's all he needs. Rajin's only attack is a physical attack from his pole, it deals about 350 damage to one character and he's quite fast so you'll find it actually gets rather dangerous over time. Start the battle by summoning a Guardian Force to eliminate the two Galbadian soldiers. Summon something like Leviathan, if you summon Quezacotl then Raijin will gain life due to his absorbing of thunder based elemental attacks. After the soldiers have been dealt with, next you'll want to use one turn with all your characters to have them draw-cast the Protect spell that Raijin has on themselves. Since Raijin's only attack is a normal physical

hit then obviously this is going to extend the battle for twice is long. When it comes to damaging Raijin there are a number of ways that work well, personally, like usual, I prefer to just waste him with Squall's limit break. With 100 Waters still junctioned to strength from the beginning of the game, as the best weapon you can currently get for him, Renzokuken should hit about six times for 1000 each time plus final attack he uses (if any.) Other people's limits can be just as effective like Zell's Duel or Irvine's shot. If physical attacks aren't your thing there's always summoning Guardian Forces over and over until you're sick of the animations, but at least you'll be protected during the casting time and they'll be taking damage instead of you. Now here's one more final tip to really make this battle easy. Before going into the fight junction 100 Sleeps to someone's physical attack, Raijin is susceptible to the Sleep spell so in theory you should be able to attack him over and over again without actually letting him get a turn. In the event he does get a turn it won't matter, because he also happens to lack an immunity to the Blind spell which makes it a lot harder for him to actually connect with a physical attack. Now you can't lose!

o-----o

o=====o=====o=====o

Fujin	Level: 24	Hit Points: 7200/7200
Hit Points....Moderate	Fire....N/A	
Strength.....Moderate	Ice.....N/A	Looking for Ellone under
Intelligence..Low	Thunder..N/A	Seifer's command. Uses wind
Dexterity.....Low	Water....N/A	magic through the help of
Defense.....Low	Earth...N/A	another being with wind
Spirit.....High	Poison...N/A	power. Also attacks with
Evasion.....Low	Wind....N/A	Pinwheel.
	Holy....N/A	

=====+=====+=====

Raijin	Level: 24	Hit Points: 9600/9600
Hit Points....High	Fire....N/A	
Strength.....Moderate	Ice.....N/A	Looking for Ellone with
Intelligence..Low	Thunder..Absorbs	Fujin. Good at physical
Dexterity.....Low	Water....N/A	attacks. Tries to act cool
Defense.....Moderate	Earth...N/A	around other people.
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind....N/A	
	Holy....N/A	

-----o-----o-----

Raijin comes back once again, this time with Fujin at his side. There are quite a few things to consider for this battle, but I know exactly where to start. Fujin has the Pandemona Guardian Force. DRAW PANDEMONA FROM FUJIN AS SOON AS POSSIBLE. Understand? Good. Now as for the actual battle here's how it works. In Raijin's case he still has the same physical attack he had outside the hotel, but if I'm not mistaken it's even stronger now (though not by much, maybe 50 - 100 points.) This really doesn't matter, what matters is his brand new attack called the Raijin special which he will use randomly. The Raijin Special hits a single character for 800 - 900 points of physical damage. Raijin still has the Protect spell to be drawn from him so you'll want to get that on your characters as soon as possible, it cuts the damage taken from the Raijin Special in half. For Fujin, all she will do is use wind magic over and over. The two spells she uses are Aero and the much more dangerous Tornado. Aero hits a single character for about 200 - 250

damage while Tornado hits your entire party for 400 - 500 damage. Far more dangerous. Now, imagine you had 100 of the Tornado spell yourself already... what if you junctioned it to your Elem-Def... I imagine you would benefit quite a lot from Fujin's attacks, possibly even healed by them although it really doesn't matter and I'll get to the reason in just a second. You'll remember I said to draw the Pandemona Guardian Force from Fujin at the beginning. Well if you note her description when you scan her, it says her wind magic is based on the help of another being with wind power, this is the Pandemona Guardian Force. Once Pandemona has been drawn out of Fujin she is no longer able to cast any wind magic. From now until the end of the battle her only attack is called Zan. She throws her pinwheel at you for a pathetic 200 damage or so. Not only is this attack weak, but the damage is cut in half by the Protect spell. Fujin has just become totally useless and you need to focus all your attacks on Raijin. Note that all the status effects that worked in the last battle still work on Raijin, and even work on Fujin as well so it's quite easy to just put them both to sleep and let loose your most powerful Guardian Forces. Just remember that you still can't use Quezacotl, and while you don't have any wind based Guardian Forces at the moment, avoid spells like Aero and Tornado yourself. You can draw the Cura spell from Fujin if your party needs healing which is just another reason to keep her alive while you focus your attacks on Raijin.

o-----o

When you're back in control of Balamb Garden again you have to get up to the North continent and find Trabia Garden. You can get onto the continent via the beach North of the island with Balamb on it. Trabia Garden is located at the Northeast part of the continent, it's hidden behind a bunch of mountains so you'll have to constantly rotate your camera around in order to find it.

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|_ inal Fantasy VIII /-----o
|  -----o-----\               Trabia Garden |
|      (0000L)      \-----o

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o----- Item Checklist -----o Follow Selphie into the Garden by climbing
| | over the green vines. Head up and speak to
| Weapons Mon Aug.....| Selphie beside the fountain. After this
| Selphie Card.....| note the statue in the middle of the
| | foundtain. Stand as close to it as you can
o-----o in the middle of the screen and take five
steps down, then examine the ground. The
magazine 'Weapons Mon Aug' is invisible, hidden here on the ground. Even if
you aren't exactly at the correct position, just run around pressing X as
close as you can to the camera without actually going down to the next screen.
There is by the way someone who tells you of this location, don't worry, the
game doesn't expect you to find invisible items... well maybe those Old Keys
with Laguna, but regardless. Go around behind Selphie and head right to find
the cemetery. Behind one of the tombstones at the top of the screen you will
find an old issue of Timber Maniacs. Return to where Selphie is standing and
go left this time. Make another left again, then left once more to find your
other party members on the basketball court. Speak to everyone in your party
then try to leave to trigger a scene. There's a long flashback scene here
that basically involves walking around and talking to people, very little need
for a walkthrough, so it's easiest just to avoid spoilers that way. When it's
all over and you're back in Balamb Garden once again, leave the Garden and go
back into Trabia. Play a card game with Selphie's friend and you can win the
'Selphie Card' from her. Back in Balamb Garden once again you need to find
the orphanage, you can find it by piloting the garden to that large collection
of islands at the far South that almost comprises a whole continent, the

Spirit.....High	Poison...N/A	also powerful.
Evasion.....Low	Wind.....Immune	
	Holy.....N/A	
-----o-----o-----		
<p>The time has come to do battle with Cerberus, the mythical beast of three heads who guards the gates to the underworld, and likes to spend his off-time making sure all the students in Galbadia Garden are carrying their hall passes. Cerberus has a few basic attacks that he starts the battle off with but does eventually change his pattern after taking a certain amount of damage. Cerberus will start with a physical attack that is quite powerful. Having Protect on your characters might help but it also might cause a problem for reasons explained better in a moment. Cerberus' other primary attack is the Tornado spell, the best thing you can do is before the battle, refine as many Aero spells as you can (or better yet, Tornado spells if possible) and junction them to everyone's Elem-Def. This goes on for a few thousands damage, then once Cerberus has been hit for enough, he will cast Triple on himself. There are a few things you can do here. First of all understand that Triple is a spell that allows the caster to use not one, not two, but three magic spells in a single cast. Your first inclination might be to cast Reflect on your party using the Carbuncle Guardian Force or something of that sort. Doing so however will make Cerberus cast Dispel three times to remove your Reflect status. This has its benefits though, first, it wastes one of his turns. Secondly when he triple-casts the Dispel spell, it doesn't hit each one of you party members, it just gets used on three characters randomly so technically it could hit the same person three times causing him to use it again next turn or live with the fact that you can Reflect his magic. This is also what I meant about problems with Protect, Dispel will just take that off your party as well. Another option is for you to cast your own Dispel magic, since Triple is a magic state, Dispel will remove the Triple status from Cerberus causing him to cast it once again. Using these tactics you should be able to keep him busy and occupied while you attack. Cerberus will pretty much always have less than 10,000 hit points, regardless of level, which isn't very much at all. Use physical attacks to shave off his health throughout the battle. If you need to summon Guardian Forces, be sure not to summon Pandemona and be doubly sure not to summon Quezacotl, he is immune to and absorbs their damage respectively. Lastly I'll just outline what I did to win this battle personally. I took off all Guardian Forces from my characters and put them all on Squall, then I junctioned Cura to his hit points and Curaga to his vitality so that he had a fair bit of life and physical attacks would be severely weakened. Next I junctioned Aero to his Elem-Def. For abilities he had Str+20%, Str+40% and Mug. When the battle begins I cast Haste on Squall then attack about three times before the Spd-J Scroll is stolen. That scroll allows a Guardian Force to learn the ability to junction magic to speed, one of the most important stats you can improve. After this Cerberus was able to knock down Squall's hit points to a critical level. A single Renzokuken, with only his second level weapon and 100 Waters junctioned to strength was able to eliminate Cerberus with one use, it's an effective tactic.</p>		
o-----o-----		

Take the lower left door then go into the classroom on the left. Get the 'Card Key [3]' from the girl and then return to where you fought Cerberus. Take the upper left door and climb the stairs that you see here. Go left and use the card key to ride the elevator up. There's a save point at the top, when you're ready to face the Sorceress, you can approach her.

O=====O=====O=====O		
Seifer	Level: 25	Hit Points: 8500/8500
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Attacks with Edea to destroy
Intelligence..Moderate	Thunder..N/A	SeeD. His sword skills have
Dexterity.....Low	Water....N/A	been refined, and he has
Defense.....Moderate	Earth....N/A	gained more skills.
Spirit.....High	Poison...Weak	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

-----O-----O-----O-----O

| As usual, Seifer is all talk and no... walk. The point is that he pretty much relies on his physical sword attack for the entire battle, which isn't exactly weak, dealing three to four hundred damage each time, but it's so easy to just cast a cure spell and heal yourself from it. Seifer's only other attack is Fira, which is even weaker than his physical attack. Seifer also happens to be too stupid to know the difference between a Reflecting character and a normal character. This with one single use of Carbuncle, he will spend half the battle casting Fira on himself, and he's perfectly happy to do it over and over again. Unfortunately this can't just be a simple no-nonsense fight, there of course has to be something that at least gives it some challenge, and in this case, it just so happens that there is. After losing about three quarters of his life, Seifer will get angry at Squall and use the Demon Slice. Unlike his other attacks, this one is dangerous, it will hit Squall for more than 1000 damage, and he doesn't just use it once. After he uses it the first time, he will randomly use it again after that point meaning you need to go on an all out offensive to make sure he never gets that chance. In order to maintain his... being alive... Seifer will start to use Hi-Potions every turn near the end of the battle, meaning you aren't even going to be attacked anymore, but if you can deal more than 1000 damage per round then you've got a problem. Use limit breaks or magic or whatever it takes to bring him down. Remember you probably just got the Cerberus Guardian Force, use it on your party to put them in the Triple status, then Triple cast some powerful magic on Seifer.

|

O-----O-----O-----O

Fortunately, while there is another battle coming up, you are given time to save and heal in between the fights. Save your game, use a Tent, then go back down the elevator and head right on the second floor. Go around the outer walkway to the door at the bottom, this is the auditorium.

O=====O=====O=====O		
Edea	Level: 25	Hit Points: 12,500/12,500
O=====O=====O=====O		
Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A sorceress bent on
Intelligence..Moderate	Thunder..N/A	conquering the world. Hired
Dexterity.....Low	Water....N/A	Galbadia Garden forces to
Defense.....Moderate	Earth....N/A	destroy SeeD; which stands
Spirit.....Very High	Poison...N/A	in her way.
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====+		
Seifer	Level: 25	Hit Points: 6000/6000
=====+=====+=====+		
Hit Points....Very High	Fire.....N/A	

Strength.....Low	Ice.....N/A	Defeated once, and still
Intelligence..Low	Thunder..N/A	trying to fight to save his
Dexterity....Low	Water....N/A	pride. HP is lower due to
Defense.....High	Earth...N/A	the defeat, but skills are
Spirit.....High	Poison...Weak	higher.
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

-----o-----o-----

While Edea is present when the fight begins, she will not do anything, nor can you actually attack her, instead you must focus on Seifer. There are subtle differences between this fight and the last one, but mostly in your favour. Seifer's physical attack seems to be weakened a bit, he has less hit points and he won't use the Demon Slice attack. Also the item you can Mug from him has changed, you can now grab a Hero which is a very important type of item you'll want to have later in the game that temporarily makes a character invulnerable to attack. Once Seifer has been defeated, the battle against Edea will officially begin. Before you do anything, and I mean anything, use the draw command and take the Alexander Guardian Force from her inventory. DRAW THE ALEXANDER GF, DO NOT FORGET. There you go. As for attacks, the Sorceress has many of them, and powerful ones at that. First of all her Maelstrom hits all of your party members and takes away half of their current hit points, but at least it can't kill them. It also inflicts a status ailment on them which I beleive is the Cursed status that does not allow you to use limit breaks, it can be cured with Esuna magic which fortunately can be drawn right from Edea. Edea also likes to cast Silence on most members of your party to prevent them from using magic. Since these people would be unable to use Esuna on themselves, you'll have to either hope that you have other party members who are not silenced, or that you have items you can use to get rid of it (Echo Screen or Remedy will do the trick). When it comes to damaging your party Edea will use the powerful Blizzaga spell over and over again. Lastly, and most dangerously, Edea has the ability to use Death magic, With a single cast she will kill off one of your party members. Having the Full-Life spell in your stock is a good thing for this battle, although prevention is the best form of treatment. Junctioning the Death spell yourself to your ST-Def will totally eliminate all danger from that spell. If you don't have death, note that junctioning Life and Full-Life to your ST-Def will also increase your resistance to death, perhaps not 100%, but it will certainly help. With all this though, Edea is not without her weaknesses, and the ones she does have are quite pathetic. First, Edea likes to cast Dispel magic on your party which is why it's hard to Reflect her Blizzaga spells. The thing is though, if you're not even trying to use Reflect at all, she will still spend time casting Dispel on your party for no apparent reason, the spell just misses and she wastes her turn. Worst of all for Edea is that she is susceptible to the Sleep spell. If you have 100 Sleeps junctioned to your ST-Atk, you can in theory just attack her over and over again, ending the battle without even giving her a turn. With an easy-to-exploit weakness like this you shouldn't have any problems. She has no immunities so all magic is equally effective, just don't forget to draw Alexander!

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Final Fantasy VIII /-----o

-----o-----\ Orphanage

(00000) \-----o

o-----o Item Checklist -----o Once the announcement is heard over the

| | loudspeaker, head for the bridge. Pilot


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o----- Item Checklist -----o Disembark from Balamb Garden and go back to
|                               | speak with Edea one more time. She'll tell
| Sorceress' Letter.....| you the likely whereabouts of the White Seed
| Edea Card.....| ship and give you 'Sorceress' Letter.'
| Rename Card.....| Before going anywhere you might want to
| Shiva Card.....| challenge her to a card game, from her you
|                               | can win the 'Edea Card.' Leave the
o-----o Orphanage and head North. Amidst the
islands directly above the Orphanage, maybe
just a little bit to the East, you will find the White Seed ship. Looking for
the other side of a rock it would be hard to see since it's about the same
height as the ground that surrounds it, but once you see it unobstructed, the
ship sticks out like a sore thumb. When you arrive, speak to the White Seeds,
then run to the end of the ship and speak with Zone and Watts. Climb up the
stairs where Zone went and speak to him after checking out the old issue of
Timber Maniacs on the floor. Speak to him a total of three times and if you
got the Girl Next Door magazine back in Timber, offer it to him for free to
get a 'Rename Card' and the 'Shiva Card.' Go down the stairs out of here,
then down the stairs on the bottom right. After the scene is over and you
have control of Balamb Garden once again, your next destination is Fishermans
Horizon. After scene you'll get to form your party which can include Edea if
you wish. Head up to reach the world map, that's the Great Salt Lake there.

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|___ inal Fantasy VIII /-----o
| -----o-----\ Great Salt Lake |
| (0000R) \-----o

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o----- Item Checklist -----o Form your party and head straight up.
|                               | Despite being a Great Salt Lake, a large
| None..... / | wide open area, the path is actually quite
|                               | linear. When you reach the top and edge of
o-----o the cliff, go left. Just as you're walking
along minding your own business...

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O=====O=====O=====O
| Abadon | Level: 26 | Hit Points: 14,010/14,010 |
O=====O=====O=====O
| Hit Points....Very High | Fire.....Weak |
| Strength.....High | Ice.....N/A | A monster born of ancient
| Intelligence..Very High | Thunder..N/A | bones deep in Great Salt
| Dexterity.....Moderate | Water....N/A | Lake. It's assumed that it
| Defense.....Moderate | Earth...N/A | came to life after the Great
| Spirit.....Moderate | Poison...N/A | Salt Lake dried up.
| Evasion.....Low | Wind.....N/A |
|                               | Holy.....Weak |
|-----o-----o-----|

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| Abadon is both a very easy boss and a very hard boss at the same time.
| Your characters give you a tip automatically at the beginning of the
| that makes an easy victory so obvious that there is little need for a
| guide at all. Abadon has two attacks, both physical, so Protect helps
| you quite a bit during this fight. His first attack and most common one
| deals about 700 damage to a single character. His second deals about
| 400 damage but also inflicts the Cursed status ailment. After a few
| attacks, Abadon will stand on his hind legs and change his attack
| pattern. During this time Abadon is invulnerable to physical attacks,
| well almost invulnerable. Most physical attacks deal less than 30 damage.
| In this state Abadon will drop his two physical attacks in favour of
| two new spells, Confuse and Blind. The latter isn't too dangerous but the
| former can really turn your party against each other, before battle you

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| may want to junction of lot of the Confuse spell to your ST-Def. When it |
| comes to fighting the boss it gets quite easy. Both his fire and holy |
| weaknesses can be exploited with the Ifrit and Alexander Guardian Forces |
| but there are much better ways. If someone has Curaga magic then cast it |
| on the boss for massive damage, With the item command, use an X-Potion |
| or an Elixir to deal 9999 damage, with a Phoenix Down or a Mega-Phoenix |
| you can instantly kill the boss in a single hit. With the Recover |
| ability you can deal 9999 damage easily, with the Revive ability you can |
| kill the boss in one hit. Get the idea? It's quite simple. |
|
o-----o

Follow the path right and you'll see some kind of flashing imagine in the
distance. Examine it then climb the ladder up to reach the hallway.

|
|__ inal Fantasy VIII /-----o
| -----o-----\ Esthar |
| (0000S) \-----o

o----- Item Checklist -----o Head forward and ride the elevator. Wait
| until it comes to a stop and then get ready
| Ward Card.....| for another Laguna flashback. Speak to the
| Rosetta Stone.....| guard on the right, then the guard on the
| Occult Fan IV.....| left, then the Moomba twice, then the guy on
| Solomon Ring.....| the left and then the Moomba again. After a
| Combat King 004.....| scene you'll need to fight your way through
| a couple of battles. After that ride the
o-----o elevator. Approach Dr. Odine three times
until he talks about the magazine. After
the scene outside, save your game and go back in. Grab the 'Weapons
Mon, 1st' off the floor on the left then go down the elevator. Fight the
enemies here and then follow Dr. Odine out of the building. When you arrive
at the laboratory, sit down on the odd platform and ride it to the top.
Through the door there's a battle and then examine the terminal on the right.
Use the platform to go back where you came from and then head through the
door. After a scene you'll be in Esthar again, but with Squall this time.
Before leaving the room, offer to play a game of cards with Dr. Odine, you can
win the 'Ward Card' from him. Leave the room and head right. Ride the
platform out of the building, now it's time to explore the enormous city of
Esthar. Head right a and sit down on the lift. Have it take you to the
entrance via the shopping area and get off at the shopping area. Examine any
one of these terminals and it will bring you up to a huge shop menu.

o-- Rinrin's Store - Pet Shop - -----o
|
| G-Potion.....200 Gil G-Hi-Potion.....600 Gil |
| G-Returner.....500 Gil Pet House.....1000 Gil |
| Amnesia Greens.....1000 Gil HP-J Scroll.....10,000 Gil |
| Str-J Scroll.....10,000 Gil Vit-J Scroll.....10,000 Gil |
| Mag-J Scroll.....10,000 Gil Spr-J Scroll.....10,000 Gil |
| Pet Pals Vol.5.....1000 Gil Pet Pals Vol.6.....1000 Gil |
|
o-----o

o-- Cloud's Shop - Item Shop - -----o
|
| Hi-Potion.....500 Gil Phoenix Down.....500 Gil |
| Eye Drops.....100 Gil Soft.....100 Gil |
| Remedy.....1000 Gil Tent.....1000 Gil |
| Fuel.....3000 Gil Normal Ammo.....20 Gil |
|

Shotgun Ammo.....40 Gil	Dark Ammo.....300 Gil
Fire Ammo.....500 Gil	G-Potion.....200 Gil
G-Hi-Potion.....600 Gil	G-Returner.....500 Gil

o-----o

o-- Johnny's Shp - Item Shop - -----o

Potion.....100 Gil	Hi-Potion.....500 Gil
Phoenix Down.....500 Gil	Antidote.....100 Gil
Soft.....100 Gil	Eye Drops.....100 Gil
Echo Screen.....100 Gil	Holy Water.....100 Gil
Remedy.....1000 Gil	Tent.....1000 Gil
G-Potion.....200 Gil	

o-----o

o-- Don Juan's Shop - Junk Shop - -----o

Revolver.....100 Gil (Squall)	M-Stone Piece....6	Screw.....2
Shear Trigger...200 Gil (Squall)	Steel Pipe.....1	Screw.....4
Cutting Trigger.400 Gil (Squall)	Mesmerize Blade..1	Screw.....8
Flame Saber.....600 Gil (Squall)	Betrayal Sword...1	Turtle Shell.....0
	Screw.....4
Twin Lance.....800 Gil (Squall)	Dino Bone.....1	Red Fang.....2
	Screw.....12
Punishment.....1000 Gil (Squall)	Chef's Knife....1	Star Fragment....2
	Turtle Shell....1	Screw.....8
Lion Heart.....2000 Gil (Squall)	Adamantine.....1	Dragon Fang.....4
	Pulse Ammo.....12
Metal Knuckle...100 Gil (Zell)	Fish Fin.....1	M-Stone Piece....4
Maverick.....200 Gil (Zell)	Dragon Fin.....1	Spider Web.....1
Gauntlet.....400 Gil (Zell)	Dragon Skin.....1	Fury Fragment....1
Ehrgeiz.....800 Gil (Zell)	Adamantine.....1	Dragon Skin.....4
	Fury Fragment....1
Valiant.....100 Gil (Irvine)	Steel Pipe.....1	Screw.....4
Ulysses.....200 Gil (Irvine)	Steel Pipe.....1	Bomb Fragment....1
	Screw.....2
Bismarck.....400 Gil (Irvine)	Steel Pipe.....2	Dynamo Stone....4
	Screw.....8
Exeter.....800 Gil (Irvine)	Dino Bone.....2	Moon Stone.....1
	Star Fragment...2	Screw.....18
Chain Whip.....100 Gil (Quistis)	M-Stone Piece....2	Spider Web.....1
Slaying Tail...200 Gil (Quistis)	Magic Stone.....2	Sharp Spike.....1
Red Scorpion...400 Gil (Quistis)	Ochu Tentacle...2	Dragon Skin.....2
Save the Queen..800 Gil (Quistis)	Malboro Tentacle.2	Sharp Spike.....4
	Energy Crystal....4
Pinwheel.....100 Gil (Rinoa)	M-Stone Piece....3
Valkyrie.....200 Gil (Rinoa)	Shear Feather...1	Magic Stone.....1
Rising Sun.....400 Gil (Rinoa)	Saw Blade.....1	Screw.....8
Cardinal.....800 Gil (Rinoa)	Cockatrice Pinion1	Mesmerize Blade..1
	Sharp Spike.....1
Shooting Star..1000 Gil (Rinoa)	Windmill.....2	Regen Ring.....1
	Force Armlet....1	Energy Crystal...2
Flail.....100 Gil (Selphie)	M-Stone Piece....2	Bomb Fragment....1
Morning Star...200 Gil (Selphie)	Steel Orb.....2	Sharp Spike.....2
Crescent Wish...400 Gil (Selphie)	Inferno Fang....1	Life Ring.....1
	Sharp Spike.....4
Strange Vision..800 Gil (Selphie)	Adamantine.....1	Star Fragment....3

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o-----o
o-- Karen's Store - Book Store - -----o
|
| Weapons Mon Mar.....1000 Gil      Weapons Mon Apr.....1000 Gil |
| Weapons Mon May.....1000 Gil      Weapons Mon Jun.....1000 Gil |
| Weapons Mon Jul.....1000 Gil       Weapons Mon Aug.....1000 Gil |
| Combat King 001.....1000 Gil       Combat King 002.....1000 Gil |
| Combat King 003.....1000 Gil       Pet Pals Vol.1.....1000 Gil |
| Pet Pals Vol.2.....1000 Gil
|
o-----o

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To get into Johnny's Shop you might have to try a few times until they're actually open. Cheryl's Store will never be open but keep trying over and over again anyway, eventually you'll get a "Here you go" message and receive the ultra-rare 'Rosetta Stone.' It's possible to get some less impressive items from the other stores as well. There's a couple of things to do now. From the city entrance which is just down from the shopping area, go left. When you come to one of the transport platforms, sit down on it and choose to go to the airstation. Get off and speak to the white robed man labelled as the Presidential Aide. Sit back down on the platform and ride it to the presidential palace. When you get off, go right one screen and enter the palace. Speak to the person in front of the door where you first came from, after talking to them the person will walk away and you can pick up the 'Occult Fan IV' off the ground where they were standing. Leave the palace now and go left. Head left past the platform and then go right when you come to the next fork. Proceed one screen to the right and you'll find yourself on a walkway high above the other path. There's a lone Esthar soldier standing stationary on this walkway, speak to him (the effect will come into play later.) Continue right until you come to another transport platform, ride it to the city entrance and rent a car there when you go down (you can rent a car by examining the terminal beside the elevator.) Leave the city and drive Northeast. Before going anywhere else, try to find something which looks quite circular, it's further South than all of the other three locations around the Southeastern side of the continent, however to get there you have to go around the top past the other destinations. This place is called Tears' Point. Run down the path toward the middle where you will find the 'Solomon Ring.' Notice that you cannot use the Solomon Ring in your inventory. Well get yourself six Steel Pipes, six Malboro Tentacles and six Remedy+ and try to use the ring. You'll automatically acquire the new Guardian Force, Doomtrain. Leave Tears' Point and head for the large structure to the North that has a huge sloped ramp going off of it. When you arrive at the Lunar Gate head inside and speak to the man inside. After everything is set form your new party lead by Zell and return to Esthar.

Ride the transport platform at the entrance to the Presidential Palace. When it asks if you want to get off at the Innter Skyway, agree. Head left for two screens to find that lone Esthar soldier once again. Speak to him and another soldier comes running by. Speak to the other soldier when he stops to get the 'Combat King 004.' Now find another transport and ride it to Odine's Laboratory. Use the platform just inside the laboratory to get to the top. After listening to Odine speak you now know of three contact points, but you'll only need the first. Use the initial five minutes to leave Odine's lab and make your way to the contact point. Make a right when you leave to reach the city entrance. Head up from the entrance to reach the inner skyway and then make a left. Head left from here and you'll already be at your destination, one screen right of where the lone Esthar soldier was standing

Propagator	Level: 22	Hit Points: 3200/3200
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	A monster living in the
Intelligence..Low	Thunder..N/A	Spaceship Ragnarok. Very
Dexterity.....Low	Water....N/A	violent in nature, it
Defense.....Moderate	Earth....N/A	attacks anything that moves
Spirit.....Moderate	Poison...N/A	inside the ship.
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

-----o-----o-----

The Propagator really only has three attacks. First and most common is a single physical attack for about 700 damage without any massive Vitality junctions. Assuming you feel like using the time for it, casting the Protect (and Shell) spells will seriously increase your chances of victory. The Propagator's second attack is the Thundaga spell, junction Thundaga to your Elem-Def to either negate or absorbs the damage from this, no problem. Lastly the Propagator likes to use negative status ailments. Silence and Blind are the two it chooses. Ironically both of these spells work on the Propagator as well, while Silenced it cannot cast Thundaga, Silence or Blind, and when under the Darkness status, it can barely attack. This will leave you free to do whatever you want, but its HP total is quite low, by now you should have a powerful spell like Quake or Tornado junctioned to Squall's strength, and with that you will be able to take out all the Propagators without much of a hassle.

-----o-----o-----

Notice there are two doors at the back of this room, a large red one and a small gray one. Take the large red door. Immediately when you enter the next hall a red Propagator will charge at you. You will easily have enough time to run quickly to the door on the left side of the hall and avoid the red Propagator. If you hesitate just return to the previous room and try again, the red Propagator will always start at the far end of the hall. In the room on the left is the second purple Propagator, assuming the first one is still dead, kill this one and they will be gone forever. The next one is easy, go back into the previous hall and defeat the red Propagator. You'll find the second red Propagator if you try to return to the save point where you first entered the ship, it's up on the walkway above the first purple Propagator. Keep going down from that second red Propagator toward the entrance and you'll find a yellow Propagator. Defeat it (save your game perhaps) then go back downstairs. Head up through the large red door past the dead purple Propagator, then left and left again. When you see the green Propagator don't fight it, instead go thorough the door on the left. When the second yellow Propagator has been defeated then you can fight that green one you just passed. The second green and final Propagator can be found in the following location: from the first purple Propagator I mentioned there were two doors at the top of the room, well take the smaller gray door on the upper right this time to find the second green Propagator. If you remember where you found the first green Propagator, standing on that platform between the two doors, that's your destination. Ride the elevator up and watch the scene.

Final Fantasy VIII /-----o

-----o-----\ Preparations |

(0000V) \-----o

o----- Item Checklist -----o Head up to the room in the Ragnarok beside

| | the elevator platform. After the scene,

| Squall Card.....| leave the room and go up to elevator to the

| bridge Fly the Ragnarok to the Eastern
 o-----o continent and find the Sorceress Memorial
 just North of Tears' Point. Go inside and
 well... rescue Rinoa. After this you need to fly the Ragnarok back to Edea's
 house. Follow Angelo left when you get inside. After the scene, it's once
 again time for another trip. Back to Esthar's Presidential Palace with you,
 to save time you can simply dock the airship at the Airstation around the
 middle rather than landing on the ground and walking in manually. Head for
 the Presidential Palace and ride the transport up. Go all the way left, then
 watch the scene. Once all this is over you'll have control of the Ragnarok
 again on the world map. Press circle to enter the ship, go down the elevator
 and talk to Laguna. Play cards with him and you can win the 'Squall Card.'
 With that, it's time to prepare for the end of the game. Any sidequests you
 wish to do should be done now. Check out the sidequests section for some of
 those. When you're ready to proceed toward the end of the game, head for
 Tears' Point and the Lunatic Pandora. Keep in mind that you can still leave
 the Lunatic Pandora, but after the Lunatic Pandora you will be taken to the
 final dungeon from which many sidequests are no longer available, so if you go
 into the Lunatic Pandora and still want to do stuff again, don't finish it.

| Final Fantasy VIII /-----o
 | -----\ Lunatic Pandora |
 | (0000W) \-----o

o----- Item Checklist -----o Leave the Ragnarok and board the Lunatic
 | | Pandora. Almost immediately you'll face off
 | Combat King 005..... | against Fujin and Raijin, perhaps for the
 | | final time, but we'll have to see.
 o-----o

O=====O=====O=====O		
Fujin	Level: 18	Hit Points: 10,400/10,400
O=====O=====O=====O		
Hit Points....Very High	Fire....N/A	
Strength.....Moderate	Ice.....N/A	Assisting Seifer inside
Intelligence..Low	Thunder..N/A	Lunatic Pandora. Uses
Dexterity.....Low	Water...N/A	support magic as well as
Defense.....Moderate	Earth...N/A	attack magic.
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
=====+=====+=====		
Raijin	Level: 26	Hit Points: 15,400/15,400
=====+=====+=====		
Hit Points....Very High	Fire....N/A	
Strength.....Moderate	Ice.....N/A	Works with Fujin and Seifer.
Intelligence..Low	Thunder..Absorbs	Still relies on his strength
Dexterity.....Low	Water...N/A	but can now use support
Defense.....Moderate	Earth...N/A	magic as well.
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
-----o-----o-----		

| Yet another battle against these two, some things never change, and two of
 | those things happen to be their basic attacks and susceptibility to
 | status attacks. Raijin focuses mainly on physical attacks like usual, it
 | is Fujin who has changed quite a bit, she now has two powerful attacks.
 | The first of the two is the ability to knock a single character down to
 | one hit point. Draw-cast Curaga after this happens to stay alive. The

| second is the powerful Meteor spell which hits a fair number of times for
 | low damage. Kill Fujin first since she likely has lower HP anyway, then
 | use whatever remaining power you have left to eliminate Raijin. Not a lot
 | has changed since the previous battle so whatever strategies worked then
 | likely still work now. Just remember to hit with status effects and your
 | most powerful physical attacks, neither of them will last very long
 |
 O-----O

Head up and speak to the two soldiers, then enter the tube. Take the forking
 path when you reach it and follow it until you reach elevator three. To the
 lower right of the elevator is a set of stairs and a ladder. Go down the
 ladder and right, inside this area press X to find a LuvLuv G item. Note that
 this is only here if you found the Old Keys with Laguna. Head left to the
 next screen. About one screen after that you will find the 'Combat King 005'
 on the ground assuming you did everything with Laguna. There's also a draw
 point for Ultima at the top of this screen. Climb back up the ladder and take
 elevator number three down, then from there go left and take elevator number
 one. This path leads straight up past a save point to the boss.

O=====O=====O=====O		
Mobile Type 8	Level: 18	Hit Points: 35,400/35,400
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Its beam and laser attacks
Intelligence..Moderate	Thunder..Weak	go far beyond the damage of
Dexterity.....Low	Water....N/A	any modern weapons.
Defense.....Low	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
=====+=====+=====		
Left Probe	Level: 26	Hit Points: 7600/7600
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Mobile Type 8's left
Intelligence..Moderate	Thunder..Weak	shoulder. Acts on its own as
Dexterity.....Low	Water....N/A	a machine. Has auto-recovery
Defense.....Very High	Earth....Immune	and attack functions.
Spirit.....Very High	Poison...N/A	
Evasion.....High	Wind....N/A	
	Holy....N/A	
=====+=====+=====		
Right Probe	Level: 26	Hit Points: 7600/7600
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Mobile Type 8's right
Intelligence..Moderate	Thunder..Weak	shoulder. Acts on its own as
Dexterity.....Low	Water....N/A	a machine. Has auto-recovery
Defense.....Very High	Earth....Immune	and attack functions.
Spirit.....Very High	Poison...N/A	
Evasion.....High	Wind....N/A	
	Holy....N/A	
-----O-----O-----		

| There are three parts to this boss, the main core along with a left and
 | a right probe that serve as the boss' shoulders. The probes can attach
 | and come off at will, depending on whether they are attached or not
 | the boss' attack pattern will change. The battle starts with the two
 | probes attacked. In this state the boss can do little more than two

things, a normal physical attack and another attack called Dual Homing Laser which deals moderate damage (less than 1000) to a single member but it's only a counterattack so you won't be seeing it if you aren't attacking. After awhile when the boss decides to let go of the probes, it usually launches the Corona attack at this point which can be extremely devastating. Corona hits every member of your party and automatically drops their HP down to one. During the time the boss is in this state basically all that will happen is the two probes will use physical attacks for very low amounts of damage. Before going back into the normal state again, the boss likes to use the Medigo Flame which hits your party for more than 1500 damage each person in your party. To defeat the boss quickly, ignore the probes all the time, their defense is through the roof anyway. What you want to do is junction a good magic spell to Squall's strength, then junction 100 of the Thundaga spell to his elemental attack so you can exploit the boss' weakness. Hopefully at this point you will be able to deal 9999 in a single hit, perhaps not but at least it will be enough to take him out. As a backup always have Quezacotl ready to summon, it will come in handy here.

-----O

O=====O=====O=====O

Seifer	Level: 26	Hit Points: 21,200/21,200
Hit Points....Very High	Fire....N/A	
Strength.....Moderate	Ice.....N/A	To retain his pride as
Intelligence..Low	Thunder..N/A	Sorceress' Knight, he is
Dexterity.....Low	Water....N/A	determined to win. His
Defense.....High	Earth....N/A	skills are even more deadly.
Spirit.....High	Poison...Weak	
Evasion.....Low	Wind....N/A	
	Holy....N/A	

-----O-----O-----

If you've got Odin already, then you'll be treated to a little scene at the beginning of the battle. Now it's time to take on Seifer yourself. This battle isn't actually meant to be that difficult, basically it's just a battle of physical brawn, and you should be the victor. Your attacks won't be as powerful as normal due to his high physical defense, but if you were to junction Bio to your Elem-Atk I can only imagine it would really help out. Again, Seifer just chops you up with his sword for mediocre damage, with Leviathan's recover ability and perhaps one or two Vit+20%/40%/60% abilities and Curaga junctioned to Vit, you're next to invincible. When you're dealt enough damage, and if you saw the Odin scene at the beginning, there's another scene at the end of battle.

-----O-----

Gilgamesh will replace Odin here if you had Odin at this point, Gilgamesh attacks with four different types of attacks unlike Odin's one. After switching over to disc four, head down and save your game. Now go back to where you fought Mobile Type 8 just above you and cross the bridge thing to the right, climb the first ladder then go up the sloped thing and head right at the top. From here's it's just a linear path leading to Sorceress Adel.

O=====O=====O=====O

Adel	Level: 21	Hit Points: ?????/?????
Hit Points....Very High	Fire....N/A	
Strength.....Moderate	Ice.....N/A	Esthar's ruler before Laguna

Intelligence..Moderate	Thunder..N/A	and company confined her.
Dexterity....Moderate	Water....N/A	Released by Ultimecia and
Defense.....Moderate	Earth....N/A	gaining strength.
Spirit.....Moderate	Poison...N/A	
Evasion.....Very Low	Wind.....Weak	
	Holy.....Absorbs	

Rinoa	Level: 31	Hit Points: 7581/7581
-------	-----------	-----------------------

Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Rinoa being Junctioned by
Intelligence..Moderate	Thunder..N/A	Adel. Immobile because Adel
Dexterity....Low	Water....N/A	is absorbing her powers.
Defense.....Low	Earth....N/A	Can be released by defeating
Spirit.....Low	Poison...N/A	Adel.
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

You finally get to do battle with the evil tyrannous ruler of Esthar in the days of old. There's a twist to this battle however, there are two enemies and one of them is Rinoa. If Rinoa is killed during the course of this battle then the game is over. You need to focus only on Adel while keeping Rinoa alive. This becomes somewhat difficult because Adel will absorb some HP from Rinoa prior to every one of her attacks. For this reason it's important to have Leviathan's Recover ability handy or anything similar to that because you need to heal Rinoa quite often. Adel has three main attacks. The two weaker spells are Flare and Energy Bomber, these will deal around 800 damage to a single character. Far more powerful is the Meteor spell which as you are probably already aware of hits randomly and deals a moderate amount of damage. Assuming you can just keep healing Rinoa and yourself between this you should be okay. In fact the best thing to do is just draw-cast the Regen spell from Rinoa, on Rinoa. This should keep her gaining HP just about fast enough to negate all the drain. After awhile Adel will start charging magical energy and skip a few of her turns. This is a great time to really go on the offensive and try to end the battle, because after she's done charging she'll let off the Ultima spell. It's not the most devastating thing you've ever faced but it will deal around 2000 damage to your entire party so if you aren't prepped for it then it could easily end the battle. When it comes to damaging Adel, you can't really use Guardian Forces at all since they target all enemies, which at this point still includes Rinoa. Obviously physical attacks are preferable. Limit breaks are iffy depending on who is using them. I did not come across this particular circumstance, but I imagine that if Squall ended his Renzokuken with a finishing move like Blasting Zone, it could possibly spell the end of Rinoa, be careful with things like that. Adel has a weakness to Wind so perhaps junctioning Tornado to your Elem-Atk before battle would be a good idea here. Before the battle is over try to Mug the Samantha Soul item from Adel. Also note that it is indeed possible to mug from Rinoa, she's holding a number of Megalixir items, so if you want them...

Final Fantasy VIII /-----o
 -----o-----\ Time Compression |
 (0000X) \-----o

o-----Item Checklist -----o Use the save point to save your game,
 | | remember you will probably want to save

| None..... / | on a separate file if you will want to have
 | | a chance to go around, explore the world and
 o-----o do sidequests. You're technically past the
 point of no return for most of them. Head
 toward the door at the top. Prepare for a number of battles against really
 similar enemies which should be no problem to defeat. After the battle go
 through Edea's house and watch the scene when you come out the back. Continue
 up and begin to cross the large chain. You can jump into those portals to
 return to the real world, but I warn you, it's not like it used to be. Towns
 are inaccessible and basically everything just sucks. Keep going across the
 chain to reach Ultimecia's Castle, your final destination.

___ inal Fantasy VIII /-----o
 | -----\ Ultimecia's Castle |
 | (0000Y) \-----o

o----- Item Checklist -----o Divide into two parties and get ready to
 | | enter the castle. Once inside turn aorund
 | Prison Key..... | immediately and use the save point outside
 | Armory Key..... | the door. Note that while in the castle all
 | Treasure Vault Key..... | of your commands are sealed besides attack.
 | Floodgate Key..... | Each time you defeat a boss one of the seals
 | Rosetta Stone..... | (of your choice) will be broken, so let's
 | | get moving. Note that you will have to
 o-----o fight one boss for each of the eight seals
 you wish to break. Many of these bosses
 will carry Guardian Forces you may have missed out on drawing during the main
 game. Specifically I'm talking about Siren from Elvoret, Leviathan from NORG,
 Pandemona from Fujin, Alexander from Edea and possibly Eden from Ultima Weapon
 though I'm not sure about that last one. Anyway, using your default party
 head up the stairs ahead of you and prepare for a boss fight.

O=====O=====O=====O		
Sphinxara	Level: ??	Hit Points: ?????/?????
O=====O=====O=====O		
Hit Points....Very High	Fire....N/A	
Strength.....Low	Ice.....N/A	????????????????????
Intelligence..Low	Thunder..N/A	????????????????????
Dexterity....Low	Water...N/A	
Defense.....Low	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....Weak	
=====+=====+=====+		
Sphinxaur	Level: ??	Hit Points: ?????/?????
=====+=====+=====+		
Hit Points....Very High	Fire....N/A	
Strength.....Low	Ice.....N/A	????????????????????
Intelligence..Low	Thunder..N/A	????????????????????
Dexterity....Low	Water...N/A	
Defense.....Low	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....Weak	
-----o-----o-----o		

| This will be your initial fight without any abilities at all so obviously
 | they don't make it very hard. Sphinxara only really uses three attacks,
 | those are the three primary spells Firaga, Thundaga and Blizzaga. While
 | you don't have any abilities, you can still junction magic and have the

effects apply in battle, meaning that if you junction one hundred Firagas, Thundagas, and Blizzagas you'll be practically invincible. The same applies to junctioning just the Flare spell to your Elem-Def. After the boss has taken a certain amount of damage it will drop its mask and change attack patterns. A new ability called Magic Summon allows the boss to summon a single enemy into the battle to fight with it. It seems like every time you kill the enemy the boss will just summon a stronger one, so ignore the enemy and focus on the Sphinx. The only other thing you need to worry about in this form is the Doom spell which will put a timer above your character's head and count down until they eventually die. Obviously you don't have a lot of options in this battle... attack! Or perhaps the only other choice would be... Mug! Either way you're just smashing the boss over and over again with your weapon, simply junctioning a decent spell to your strength is all you need to get through this fight.

When the Sphinx is defeated simply head straight up through the door. Step on the light fixture and it will fall to the room below. In the middle of the room is a hatch in the floor, go down through it to find the next boss.

Tri-Point	Level: 21	Hit Points: 10,400/10,400
Hit Points....High	Fire.....Weak?	
Strength.....Low	Ice.....Weak?	A living weapon Ultimecia
Intelligence..Low	Thunder..Absorbs	made out of a dragon. Fire
Dexterity.....Low	Water....N/A	or ice magic are a weak point
Defense.....Low	Earth....Immune	but they change when attacked
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....N/A	

Just as its description says, the Tri-Point has a shifting elemental weakness between fire and ice. The easiest way to exploit this is not to exploit it at all, Tri-Point's HP total is so low that all you really need are non-elemental physical attacks anyway. Tri-Point has three basic attacks, a normal physical attack so weak that it will make you say "Damn... that's weak." The next is even more pathetic, not only will Tri-Point Scan one of your characters, after a couple of turns it might just Scan that same character again. To balance this weakness Tri-Point has a very powerful attack called Onrush capable of dealing over 2000 damage to a single person. As for attacking Tri-Point, like I said, physical attacks work great but there's something you have to watch out for. Make sure your whole party is junctioned to the maximum with Thunder elemental magic. Tri-Point will counter every single attack with the Mega-Spark which hits everyone in your party for about 3000 thunder elemental damage, you can see why you would want to protect against it.

Well that's your second unsealed ability. Climb the stairs back up to the previous room and step on the green circle thingy on the right side, this will allow you to depress the lever. Now switch to the other party and cross the light fixture which won't fall this time, a boss waits on the other side.

Krysta	Level: 14	Hit Points: 7800/7800
--------	-----------	-----------------------

Hit Points....Very High	Fire.....N/A	Born of a jewel in
Strength.....High	Ice.....Immune	Ultemecia's Caslte. Responds
Intelligence..High	Thunder..N/A	quickly to attacks,
Dexterity.....Low	Water....N/A	counter-attacks immediately.
Defense.....High	Earth....Immune	
Spirit.....Very Low	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	

-----o-----o-----

Krysta is a large crystalline entity with an enormous resistance to physical attacks, so much so that they are almost ineffective. Krysta's only real attack, at least the only one that I saw, is a very weak physical claw attack. The way Krysta really kills your party is in the counterattack which deals 1000 damage or so to a single character and the counterattack occurs every single time Krysta takes damage without fail, even with magic. The one exception is that when you summon a Guardian Force, Krysta will not counterattack. Consider that summoning a GF will get you through physical defense and avoid counterattack, it's certainly a good way to defeat this boss. I avoid saying the best way, because it isn't. Krysta's HP total is low compared to most bosses, you should still have at least one character with a strong physical attack since you needed it at least for the first boss. Simply cast the Meltdown spell on Krysta to reduce its defense to 0, and smash the thing. Be sure you keep a decent amount of HP with your party, once defeated Krysta will always end the battle with the Ultima spell, which will hit your entire party for about 2000 and can end the game even though you won.

-----o-----o-----

With your second party return to where you fought the Sphinx and head right. This will eventually lead you down past a green circle and into a room with paintings along each wall. What you need to do is examine every single painting in the room. There are twelve total. The first two "IGNUS (Fire)" and "INANDANTIA (Flood)" are on the left and right side of the door at the top of the screen. Another is slightly further right of that "JUDICIUM (Judgment)." Check the bottom right side of the screen for "INTERVIGILIUM (Sleep)." At the top of the stairs from right to left, there is "VIVIDARIUM (Garden)," "VIGIL (Watchman)," "VIATOR (Messenger)," "VENUS (Love)," "XIPHIAS (Swordfish)," "XERAMPELINA (Red Clothes)," "XYSTUS (Tree-lined Road)," and "INAUDAX (Cowardice)." Now examine the large painting on the wall downstairs on the left side. If it doesn't prompt you to input the titles then you didn't examine all the paintings. If you wish to try and solve this puzzle on your own, head up the stairs and make a right. At the end of the walkway you can get a good view of the clock in the floor down below, that's the clue. If you can't figure it out from there then read the answer that follows this sentence: Input the three choices in this order, VIVIDARIUM - INTERVIGILIUM - VIATOR. This will be the correct solution and trigger a boss fight.

O=====O=====O=====O		
Trauma	Level: 10	Hit points: 10,125/10,125
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Ultimecia gave partial life
Intelligence..Low	Thunder..N/A	to this weapon of the future.
Dexterity.....Low	Water....N/A	Pulse Cannon destroys any
Defense.....Very High	Earth....Immune	enemies in its way.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	

| hits your entire party. When in the Darkness status, the Red Giant can
| barely hit you anyway, so pick away at him with attacks and magic spells.
|
O-----O

Use the key to leave the room and go back to the most recent green circle.
Switch to your other party who should still be in the chandelier room. Have
them go up through the door, past the fountain, up the stairs inside the
building and they should be on a bridge. There's an item at the end of the
bridge. Walk (don't run) over to get the 'Armory Key.' Return to the green
circle and switch to your other party. Have them go back downstairs where the
prison cells are. If the key happened to fall off the bridge because you
decided to run instead of walk (what the hell were you thinking?) you'll find
it in the water down here. Grab the key and open the door on the right side.

O=====O=====O=====O

| Gargantua | Level: 14 | Hit Points: 11,400/11,400 |

O=====O=====O=====O

Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	A large monster, but it
Intelligence..Low	Thunder..N/A	mainly uses magic to attack.
Dexterity.....Low	Water...N/A	Physical attacks anger it,
Defense.....Very High	Earth...N/A	and it may counterattack.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy.....N/A	

=====+=====+=====

| Vysage | Level: 12 | Hit Points: 3576/3576 |

=====+=====+=====

Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A monster shaped like a face.
Intelligence..Low	Thunder..N/A	Uses support magic and
Dexterity.....Low	Water...N/A	special attacks when
Defense.....Low	Earth...N/A	attacking with Righty and
Spirit.....Low	Poison...N/A	Lefty together.
Evasion.....Low	Wind....N/A	
	Holy.....Weak	

=====+=====+=====

| Lefty | Level: 12 | Hit Points: 2184/2184 |

=====+=====+=====

Hit Points....Very High	Fire.....N/A	
Strength.....Very Low	Ice.....N/A	A large left hand protruding
Intelligence..Moderate	Thunder..N/A	from the Earth. At higher
Dexterity.....Low	Water...N/A	levels, sometimes cures
Defense.....Very Low	Earth...N/A	party members with status
Spirit.....Very High	Poison...N/A	abnormalities.
Evasion.....Low	Wind....N/A	
	Holy.....Weak	

=====+=====+=====

| Righty | Level: 12 | Hit Points: 2184/2184 |

=====+=====+=====

Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A large right hand protruding
Intelligence..Low	Thunder..N/A	from the earth. Can't use
Dexterity.....Low	Water...N/A	magic. Uses its strength to
Defense.....High	Earth...N/A	attack with force.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy.....Weak	

-----O-----O-----

This battle starts out as just a fight against a normal Vysage, the same kind you would fight anywhere else. After defeating the three parts of the Vysage the true boss appears, the full form of the Vysage, the Gargantua. Gargantua can be pretty nasty, causing both the Curse and Berserk status effects on any members of your party. It will probably be a good idea to junction Esuna to your St-Def and other such spells that protect you from various different ailments. It will come as no surprise that once again this boss' defense power is quite high. Use Meltdown or Doomtrain and then start attacking, but note that the boss will almost always counterattack with the Counter Twist dealing over 1000 damage to whoever attacked. When not counterattacking the Gargantua is likely using the Evil-Eye which can deal damage as well as inflict curse. The fight can get nasty so have people ready with Siren's special ability Treatment, hopefully you've unlocked their use by now.

-----O-----

Only two bosses remain at this point, but let's start with Catoblepas shall we. In order to reach this boss, switch over to your original party. Have them go up one screen and examine the fountain to get a 'Treasure Vault Key.' Return to the very first room of the castle, this might be a good time to leave the castle and save your game. Having both your parties start over at the beginning isn't too bad at this point, neither of them are really positioned anywhere special anyway. Climb the stairs in the front hall and go left at the top. Descend these rounded stairs and go through the door past the green circle. In the somewhat slanted hall there is a door on the left side, use the key you found in the fountain then go inside. There are four boxes in this room. You need to get them all open to trigger the boss fight. The first box changes the state of the first and second. The second box changes the state of the first, second and third. The third box changes the state of the second, third and fourth. The fourth box changes the state of the third and fourth boxes. To trigger the boss fight do the following: Examine the fourth box, the second box, the first box and the third box.

O=====O=====O=====O

Catoblepas	Level: 21	Hit Points: 20,500/20,500
Hit Points....Very High	Fire....N/A	
Strength.....Low	Ice.....N/A	Uses magic as well as
Intelligence..High	Thunder..Absorbs	physical attacks. Its skill
Dexterity....Low	Water....Weak	with Thunder magic allows it
Defense.....Low	Earth....Weak	to increase damage.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

-----O-----O-----O-----O

Catoblepas is no pushover like some of the other bosses have been to be honest, but there are ways to make this battle manageable and even easy to an extent. To make it easy all you have to do is junction 100 of the Thundaga spell to your Elem-Def. You might even want to junction some more Thunder magic to simplify things further. Catoblepas' most common attack by far is the Thundaga spell, and if you're gaining HP each time it is being cast then you really have an advantage here. Things that will still deal damage are the boss' weak normal attack and the rather aptly named "Deadly Horn" which can easily do more than 1000 damage to a single party member. The most powerful attack that Catoblepas will use is the summon spell which is somewhat similar to Quezacotl, the good news is that it is indeed thunder elemental so you'll

The Tiamat only has one single attack, its Dark Flare. Tiamat can't just cast Dark Flare every single turn, instead it wastes most of its turns charging up the Dark Flare attack, during this time you're free to attack the boss all you want without risking yourself at all. Each turn Tiamat will charge the attack by adding another letter to the Dark Flare until he actually uses it. Each of these can be considered an attack so let's take a look at how they affect your party. The "D" attack is quite weak, as is the "Da" attack that usually follows. "Dar" is equally as weak as its two predecessors. After "Dar" Tiamat will use an attack that just comes out of nowhere, the "Dark F" attack will catch most players by surprise who expected to see only a single letter added. Following this the new trend continues with the "Dark Fla" attack which still isn't very strong. Tiamat then breaks the cycle of weak no-damage attacks with its "Dark Flare." Dark Flare can deal anywhere from 2000-4000 damage to your entire party but here's the deal. I'm not quite sure what element the attack is, but it's either fire, ice or thunder because for me Squall was immune to each one of them, each time Tiamat use Dark Flare Squall would be healed for over 3000 HP making the battle physically impossible to lose short of attacking yourself. Given this fact you can pretty much guarantee a win, with that take your time to draw any magic spells you want and finish off Tiamat with physicals.

Now that you've got all the seals broken it's time to consider taking on the hardest boss in the game, the optional superboss Omega Weapon. Omega Weapon is totally optional and believe me when I tell you the rewards for beating him are garbage. You get a "Proof of Omega" title in your menu and some crappy Three Stars item or something like that. The only reason anyone should even try to defeat this boss is to say "Yeah... I kicked his ass." Regardless, here's how to trigger the fight. Return to the water fountain with the party you wish to use to take on Omega Weapon and switch to your secondary party. Have them SAVE THE GAME then go to the front hall and take the right path at the top of the stairs. Down at the bottom of the rounded staircase before the painting room you might notice a wire hanging down on the left side of the screen. Go to the lower left side of the room below the green circle and pull the wire. When a timer appears at the top run to the green circle and switch to your other party. Have them run up into the organ room to find...

Omega Weapon	Level: 100	Hit Points: 1,000,000 (Approx)
Hit Points....Very High	Fire.....Absorbs	
Strength.....Very High	Ice.....Absorbs	Stronger than Ultima Weapon.
Intelligence..Very High	Thunder..Absorbs	Omega Weapon is the
Dexterity.....Moderate	Water...Absorbs	strongest monster. It's
Defense.....Very High	Earth...Absorbs	bad luck to run into this
Spirit.....Very High	Poison...Absorbs	monster.
Evasion.....Low	Wind....Absorbs	
	Holy....Absorbs	

Welcome to the battle against the boss that is super-ultra-mega hard but certainly NOT impossible to defeat. There are so many things you have to do in this battle I don't know where to start, I imagine it would be best to start with things to prepare before you actually start the battle itself. Here's what you're going to need before going into battle starting basically with the most important, Squall's Lionheart weapon. With the Lionheart weapon Squall is capable of using the Lionheart limit

break after Renzokuken which will bring his damage up past the 100,000 mark, very very important. To get the Lionheart you'll need Pulse Ammo which can be refined through Ammo-RF with Energy Crystals I believe can be obtained (Rare Item dropped) from Red Dragons which are at a high level. Laser Cannons (dropped by Mobile Type 8) will also refine into Pulse Ammo. Next we have the other massive damage dealer in this battle, the Eden Guardian Force. You'll need Eden to be as high a level as possible. SumMag+10%/SumMag+20%/SumMag+30%/SumMag+40% are all a must as is the Boost ability. (Just in case you still don't have a clue how, since I've heard people who don't know Boost actually does something and the game manual isn't clear, you boost Guardian Forces by holding select and tapping square.) Eden can easily be boosted to 255% since it takes so long to cast. Junction Eden on anyone but Squall since like I said, his limit break is by far the most important. Next, if you're at level 100 or any other level divisible by five for any of your characters they will need 100 of the Death spell junctioned to their St-Def since Omega Weapon will cast LV5 Death during the battle. Furthermore you'll need plenty of Aura magic most importantly, at least a couple Meldown spells (or Doomtrain, but keep in mind that heals Omega, not a big deal if you use it early.) Squall should have 100 Ultima spells junctioned to strength, or a weaker spell as long as his str stat is 255, junction abilities like Str+60% if need be. As many people as possible should have 100 Triples junctioned to speed as well. Finally it's a very good idea to use a Phoenix Pinion in a fight before the battle if you haven't already. Using a Phoenix Pinion will summon a Phoenix which revives your whole party. In battles after that the Phoenix will randomly appear when everyone in your party dies giving you at least some chance to make a comeback if you happen to get game over. Now there's something else that is rather important. Omega Weapon has abilities that will totally annihilate your party no matter what you do, for this reason you need to bring any of the following items you have into battle: Hero-trial, Hero, Holy War-trial, Holy War. These items have the ability to make either one character or an entire party invincible temporarily. For those of you who are totally bent on leaving your card stock in tact, you're going to be in a lot of trouble. There are the two Hero items you should have stolen from the battle with Seifer and perhaps some Hero-trials refined but beyond that, you'll have to hope the timing of these items will correspond with Omega's most powerful spells. The smart thing to do of course is realize you're trying to beat Omega any way you can, there's no one to play cards with anyway in the Time Compressed world, and refine the Laguna card into 100 Heroes and the Gilgamesh card into 10 Holy Wars. Now you're getting somewhere. (Laguna card is won from playing against Ellone and Gilgamesh is won from doing the CC Group sidequest.) Lastly of course, the usual suspects you should bring into the battle by common sense anyway: Revive ability, Recover ability, Auto-Haste ability, Full-Life spell and Curaga spell. Now it's time to enter the battle. Begin the fight by doing exactly the following: have your first character cast the Meldown spell on Mega Weapon, repeat this if the "defense equals zero" status does not connect. Have the next person cast the Aura spell on Squall and the last person use a Holy-War item to make your entire party invincible. Next turn whoever has Eden junctioned should summon it, preferably with 1000 compatibility (compatibility is raised in battle by summoning the Guardian Force often, or using a LuvLuv G item, refine a bunch of them from the Chubby Chocobo card.) Squall should definitely use Renzokuken on his next turn since you casted Aura on him, then hope and pray he ends it with Lionheart. Note that you cannot cast Aura on someone under the effect of Hero or Holy-War so you need to wait till it wears off, cast Aura on Squall and use another Holy-War. Omega Weapon's attacks are brutal of course. His physical deals thousands of damage to someone. He can cast both Meteor and Ultima magic spells. By far the

| most dangerous spell is the tetra Blast or whatever it's called, it hits
 | your entire party for about 4000 damage like ten of fifteen times,
 | not possible to survive which is why you need those Heroes and Holy Wars.
 | That's the basic strategy, you get the idea, it's putting it into practice
 | that's difficult, something always seems to pop up right when things are
 | looking good, there is a small element of luck, hope it's on your side...
 |
 O-----O

Well no matter whether you faced Omega or not (if you did the rest is a
 pushover) it's time to face the boss of the game. Head to the top of the
 tower and it's just a linear path from there to the very end...

O=====O=====O=====O		
Ultimecia	Level: 16	Hit Points: 13,600/13,600
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....High	Ice.....N/A	A sorceress trying to change
Intelligence..Very High	Thunder..N/A	the world by compressing time
Dexterity.....High	Water....N/A	and taking power from all
Defense.....High	Earth....N/A	sorceresses,
Spirit.....High	Poison...Weak	
Evasion.....Very Low	Wind.....N/A	
	Holy.....Immune	
-----O-----O-----		

| Ultimecia starts the first battle by randomly choosing between your six
 | party members who to face. Each time one of them is killed they are
 | "Absorbed into time" and another person replaces them meaning that if
 | you have a main party you wish to use, simply let her kill off those
 | background characters and eventually your main party will come into play
 | though it does give you a chance to take part in the battle with all
 | six of your party members, take advantage of that. Ultimecia attacks with
 | nothing but maguc spells, being a Sorceress after all, but this does give
 | you one advantage. Spells like Thundaga, Tornado, Holy, Quake and all
 | that, that deal elemental damage. You can jusction magic to your Elem-
 | Def so you are not only immune to them but perhaps healed by them. If you
 | happen to have 100 Ultimas in your inventory, try junctioning them to
 | your Elem-Def to boost yourimmunity to 100% for all elements and making at
 | least one character virtually invincible for this battle. For damage
 | must use whatever offensive means have worked thus far, personally I like
 | Aura magic and limit breaks but if you want to blast her with Eden, go
 | ahead. Doomtrain will exploit her weakness but stay away from Alexander.
 |
 O-----O

O=====O=====O=====O		
Griever	Level: 25	Hit Points: ?????/?????
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	In Squall's ming, the
Intelligence..Moderate	Thunder..N/A	strongest GF. Through
Dexterity.....High	Water....N/A	Ultimecia's mind, continues
Defense.....Moderate	Earth....Weak	fighting without vanishing.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....Weak	
	Holy.....Weak	
-----O-----O-----		

| Griever is the Guardian Force in Squall's mind that has now taken form.

This boss has some nasty attacks like Doom which will put a death timer on your party's head. Other than that actually his attacks are almost impossible to predict for one reason, he uses yours! Griever has the ability to draw-cast on your own team members meaning that he will pretty much randomly use magic from your inventory, so obviously if you keep a lot of crappy magic lying around in your stock this battle will probably be a lot easier. You need to take down Griever before he can take you down with your own magic. The boss' last attack is a nameless ability targets a party member and pretty much destroys every single stock of a random spell in their inventory which really sucks if it happens to be junctioned to an important stat. The most magic you have on your Elem-Def the better since his magic is virtually random, but his HP total isn't too high so use your most powerful physicals to bring him down. After taking enough damage Griever will show his true power, the Shockwave Pulsar attack. I'm not even sure what this attack did to be honest, I couldn't see any damage dealt, it was like an instant kill. It wiped out my entire party (although the person with the most HP only had 3000.) Thanks to Phoenix's Rebirth Flame I was able to continue the fight but would definitely recommend being at maximum health before going on to try striking the final blow. After Shockwave Pulsar (which is Quistis' last limit spell by the way) the battle isn't over, Griever is still going strong and has two new attacks, a weak physical hit and a recover spell that heals more than 6000. Keep hacking away to take him down for real.

o-----o

o=====o=====o=====o

Ultimecia	Level: 25	Hit Points: ?????/?????
Hit Points....Very High	Fire....N/A	
Strength.....High	Ice.....N/A	Ultimecia junctioned to
Intelligence..Very High	Thunder..N/A	Griever. A powerful monster
Dexterity.....High	Water...N/A	that combines Ultimecia and
Defense.....Moderate	Earth....Immune	Griever's forces.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....N/A	

=====+=====+=====

Helix	Level: 26	Hit Points: ?????/?????
Hit Points....Very High	Fire....N/A	
Strength.....High	Ice.....N/A	Ultimecia's magic power
Intelligence..Very High	Thunder..N/A	amplifier. By combining the
Dexterity.....Very High	Water...N/A	2 amplifiers, her power
Defense.....High	Earth....Immune	can be amplified greatly.
Spirit.....Very High	Poison...N/A	
Evasion.....Very High	Wind....N/A	
	Holy....N/A	

-----o-----o-----

The bosses just keep coming and coming don't they, this one combines the two bosses you just fought into one single boss. This boss has Griever's ability to draw along with Ultimecia's powerful magic, basically it's a big monster you need to beat the living snot out of. One particular new ability this boss has is to create little probes called Helixes. These things as the description says, will greatly increase Ultimecia's power if two of them appear. To keep this from happening use your most powerful attacks and Guardian Forces to take her down. If two of them do manage to appear then Ultimecia can use the Great Attractor spell which quite literally sends planets out of their orbits and throws them at you,

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| it's none too pleasant but shouldn't deal more than 1500 damage or so |
| to each member of your party. Have Squall use Aura as always to help |
| clean this boss' clock, we can only hope it's the final boss...      |
|                               |                                         |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Ultimecia                      | Level: ??          | Hit Points: ?????/????? |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Hit Points....???             | Fire.....???     |                          |
| Strength.....???             | Ice.....???      | Ultimecia, the faceless boss |
| Intelligence..???             | Thunder..???      | of the game who destroyed my |
| Dexterity.....???            | Water....???      | damn Scan magic. Perhaps her |
| Defense.....???              | Earth....???      | stats are best left a        |
| Spirit.....???               | Poison...???      | mystery anyway...            |
| Evasion.....???               | Wind.....???      |                          |
|                               | Holy.....???      |                          |
|-----O-----O-----O-----O-----O-----O-----O-----O-----O
|
| No such luck, get ready to face another battle, the fourth in a row as the
| developers are fully aware everyone loves tons and tons off boss battles
| over and over again, especially against enemies with no face. Fortunatelly
| this really is the final battle and the music is pretty badass, so it
| isn't so bad. Ultimecia will usually start off the fight with the Hell's
| Judgement ability which damages all your party members enough to bring
| them down to a single hit point without actually killing them. Don't
| pull any punches for this battle, empty your item inventory of things
| like Heroes, Holy Wars, Megalixirs and such, I mean you might as well,
| you sure as hell aren't going to need them after this. Ultimecia will
| continue to break the spells in your inventory so time is a factor in
| this fight, assuming you like having a healthy supply of magic spells.
| It does seem like her array of different attacks is somewhat limited.
| What you need to watch out for is when you see something called Draw
| Apocalypse. This means you need to heal your characters because on the
| next turn you're going to be hit with the Apocalypse attack which deals
| over 6000 damage to everyone in your party, it's extremely nasty. There's
| no real super-easy win here, as usual the best thing to do is just rely
| on the strongest attacks in the game, these are of course the Renzokuken
| limit break and a fully boosted Eden Guardian Force. With these two
| you will easily be able to deal the damage needed to win this battle,
| the real issue is whether or not you can survive against the power-house
| attacks like Hell's Judgment and Apocalypse. I'd say the one real
| important factor is having Leviathan's Recover ability on Squall,
| couple extra Heroes in your inventory for him and basically you're set.
|
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

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You beat the game. Good job!

Now sit back and enjoy the ending.

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Final Fantasy VIII /-----o

-----o\ CC Group |

(000T1) \-----o

o----- Item Checklist -----o

| | What is the CC Group you might wonder, well

| | the CC Group iis a whole bunch of special

| Carbuncle Card.....| card collecting Triple Triad nuts in Balamb

| Leviathan Card.....| Garden, challenging them will allow you to

| Gilgamesh Card.....| win quite a few special and rare cards. In

| | order to trigger this sidequest you must

o-----o first be on disc three, then head into

Balamb Garden. Basically the CC Group has a

ranking system and someone will only play against a person of a rank one below

them, meaning you can only play against the lowest ranking person at first,

then the next lowest when you beat them, and so on and so on all the way to

the top. The first person, card collecting "Jack" is located in the front

hall of Balamb Garden, near where the save point at least USED to be at the

bottom of the screen. After defeating this person you have to find the card

collecting "Club." This person is standing outside the cafeteris path

entrance in the round hall that goes all the way around past all the different

areas, this person will not show up every time so you might have to leave the

screen and come back. After this person return to the front hall where you

faced the Jack to find the "Diamond," one of the people standing beside the

directory. After this you'll need to locate the "Spade," to find SPade take

the elevator up to 2F and talk to one of the two guys sitting next to each

other here. The last three are easy to find. The cardcollecting "Heart" is

just Xu, located on the bridge, she's the first person to have a rare card,

make sure to win the 'Carbuncle Card' from her. To find the next person, the

card collecting "Joker," head for the Training Center. The guy who runs the

item shop there is the Joker. He has the 'Leviathan Card.' Only one remains

at this point, you have to head to the Infirmary and play cards with Dr.

Kadowaki. After she mentions the king return to your room and take a nap.

This will automatically bring the King to you. From the King you can win the

'Gilgamesh Card.' That does it for the CC Group sidequest.

Final Fantasy VIII /-----o

-----o\ Queen of Cards |

(000T2) \-----o

o----- Item Checklist -----o

| | The Queen of Cards whom you may have met

| | early in the game in Balamb has her own

| Kiros Card.....| sidequest. This quest is extremely

| Chubby Chocobo Card....| obnoxious and annoying for various reasons

| Irvine Card.....| the most of which is the stupid random rule

| Doomtrain Card.....| which appears periodically and will create

| Phoenix Card.....| serious problems if said rule is in effect

| | in Dollet. Regardless here's how it works.

o-----o You'll first find the card queen located in

Balamb. When you either lose or win a

"rare" card from the card queen she will move to one of eight different

locations. Once a card is taken from you by the queen you can win it back

from her again so don't worry too much about it. Basically to trigger this

sidequest you have to get her to move to Dollet. What this means pretty much

is that you need to start off by going to Balamb, losing a rare card to her

and HOPING she decides to go to Dollet where she can be found upstairs in the

pub. If she goes anywhere else you can find her there and try again, or just

reset the game which is probably easier. Eventually when she does go to Dollet, speak with the queen and choose the option "About your artist father." She'll talk a bit and then request the MiniMog Card from you. Play the card and lose it to her on purpose, doing this will allow her father to create a new card. Now pay attention: Losing cards that she asks for can NOT be won back from her, they are won back from her brother who lives with the artist down from the pub in Dollet. Keep this in mind. So when you give her the MiniMog card you can win it back from her brother, but another new card is created. The person who has this card is different depending on which card you gave her. For example giving her the MiniMog card when she asks (not before) will put the Kiros Card in the inventory of the man standing on the sidewalk across the street from the junk shop in Deling City. This is how the sidequest works. You lose the card she asks for in Dollet, win it back from her brother and win a new card her father creates and gets put in the inventory of some person around the world. A complete list is below:

- 'Kiros Card' - Lose the MiniMog card to the queen in Dollet and win this from the man in Deling City across the street from the Junk Shop.
- 'Chubby Chocobo Card' - Lose the Chicobo card to the queen in Dollet and win this from the guy sitting on the bench in Balamb Garden one screen right of the main directory (where Quistis told Seifer he would never be in SeeD.)
- 'Irvine Card' - Lose the Sacred card to the queen in Dollet and win this from Flo, the wife of the mayor of Fishermans Horizon in FH
- 'Doomtrain Card' - Lose the Alexander card to the queen in Dollet and win this from the guy behind the counter in the pub in Timber.
- 'Phoenix Card' - Lose the Doomtrain card to the queen in Dollet and win this from the assistant in Esthar's Presidential Palace, the guy standing in the room where Squall set down Rinoa from Dr. Odine to examine

One final note, after giving a card to the Queen in Dollet she will move to another location and it's not always going to be Balamb so you're going to have to live with finding her sometimes in one of the eight other locations. Her eight possible locations are as follows: 1. Outside the station in Balamb, 2. Upstairs in the pub in Dollet, 3. The Winhill hotel, 4. The Lunar Gate, 5. Esthar's Presidential Palace, 6. The Shumi Village hotel, 7. The train tracks at Fisherman's Horizon, 8. The Galbadia Hotel in Deling City.

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|_____inal Fantasy VIII  /-----o
|-----o-----\                      |
|              \          Centra Ruins  |
|              \          (000T3)       |
|              \          -----o

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o----- Item Checklist -----o
|                               |
| None..... / |               |
|                               |
o-----o               Ruins, which by the way is the diamond
                               |
                               | shaped structure in the middle of the

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Southern Centra continent, you will see a twenty minute timer. You must find and defeat Odin within these twenty minutes. It's a given that you should equip Diablos' Enc-None ability to eliminate the random encounters you will face. Head toward the structure and climb the stairs. When you reach a large door, go through and ride the block like an elevator up. There are two ladders here, climb the ladder on the left. When you reach the top keep climbing up the other ladder to reach a platform and inside is a switch to trigger. Climb all the way back down to the bottom of the ladder, at the bottom in between the two ladders is a blue button, when you examine it, a staircase appears on the right. Ascend the stairs. When you reach the top, a new area, climb the ladder on your left that leads up to the one eyed statue. Take out the left eye, go back down, and ascend the stairs on the right. Place the left eye you just took into the left eye socket of the statue up

here. A code will appear on the screen, the code is random so I can't give it to you, memorize the code or write it down or whatever. Take both eyes out of this statue, then return to the previous one and put both eyes into it. A somewhat inconspicuous code entry thing will appear on the right side of the screen. Use the D-pad to enter your code and then hit triangle. Proceed into the room and prepare for a boss fight against the Guardian Force: Odin.

O=====O=====O=====O=====O			
Odin	Level:20	Hit Points: 7000/7000	
O=====O=====O=====O=====O			
Hit Points....Very High	Fire.....N/A		
Strength.....Low	Ice.....N/A	A legendary GF that sleeps in a dungeon. Zantetsuken cuts anything that stands in its way.	
Intelligence..Low	Thunder..N/A		
Dexterity.....Low	Water....N/A		
Defense.....High	Earth....N/A		
Spirit.....Very High	Poison...N/A		
Evasion.....Low	Wind....N/A		
	Holy....N/A		
-----O-----O-----			
The great thing about this boss... is that he doesn't ever attack! You			
cannot lose! Well, except for the time limit, that makes things rather			
dangerous. Obviously you're going to want to avoid anything that takes			
a fair bit of time, usually that means avoiding Guardian Forces, which is			
probably a good idea for this battle. If I were you I would fly over to			
the huge desert where you will fight the Abyss Worm enemy. The Abyss Worm			
randomly drops Windmills, which are most likely Mug-able too, which can			
be turned into the Tornado spell with Quezacotl's T Mag-RF. Junction			
one hundred Tornado spells to Squall's strength and you'll really be in			
business for this battle. Like I implied, the best bet for winning is			
just using physical attacks, obviously the more time you had when you			
began the battle, the better your chances will be. You will find the			
Triple spell in Odin's inventory, not only is this one of the best spells			
in the game to junction to strength, it IS the best spell in the game to			
junction to speed, which is very very important. Get lots of Triples!			
Not only that, if you're looking to use magic as well as physical attacks,			
you can draw-cast the Triple spell from Odin onto your characters (or just			
summon Cerberus, that might be easier, but takes longer.) Really the			
only other thing you need to know is that he carries a Luk-J Scroll which			
you can Mug, the scroll is extremely rare, so try and grab it here.			
O-----O-----			

Unlike other Guardian Forces, Odin cannot be junctioned, instead what happens is that randomly when a battle begins, assuming the enemy isn't a boss, Odin might appear and kill the enemy in a single strike, ending the battle. Odin's appearance is not too rare, I'd say about one in ten fights that isn't against a boss. The attack cannot miss, if Odin appears he WILL kill the enemy. Next let's take a look at the Tonberry King. You'll probably want to leave the ruins and save your game first, go do that. This quest is far harder than the previous one so you might even want to leave it until awhile later. Here's what you need to do. Take off the Enc-None ability and go back into the ruins. About two screens in is a circular area with kind of like a broken down statue or fountain or something in the middle. While running around in this area you can fight the Tonberry enemy which has a hell of a lot of HP and

gives very little experience and AP. Your goal is to kill 19 to 22 of these little creatures, the exact number is random. After you have killed that many, while still in the battle against the last one you killed, once it falls over dead the Tonberry King drops into battle to avenge all the dead Tonberrys

you have killed. Before we go into the battle let me just give a couple of tips on defeating all those Tonberrys. Since they have a lot of HP, spells like Demi and Guardian Forces like Diablos (okay, just Diablos) which attack with gravity will deal a hell of a lot of damage. Personally what I always do is use the Kamikaze ability which can deal upward of 40,000 damage if you use a powerful character. The Jumbo Cactuar has this ability as does another I believe. You can reference the GF ability section. Anyway, the only problem with this method is Kamikaze completely removes the character from battle. If you use it on the final Tonberry and the king appears, you won't have that character, so after killing about eighteen Tonberrys with Kamikaze, you'll want to change to another method for the final ones just to be safe.

O=====O=====O=====O		
Tonberry King	Level: 20	Hit Points: 50,000/50,000
O=====O=====O=====O		
Hit Points....Very High	Fire....N/A	
Strength.....Low	Ice.....N/A	The king of Tonberries.
Intelligence..Low	Thunder..N/A	Appears to seek revenge for
Dexterity....Low	Water...N/A	all the defeated Tonberries.
Defense.....High	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
-----O-----O-----		
If you thought the Tonberrys were difficult, you're not going to want to		
face off against this guy, that's for sure. Not only is the Tonberry		
King's HP total through the roof, his attack powereasily matches it.		
Tonberry King's normal attack will really hurt you, but the big damage		
comes from the Junk attack where all sorts of crap just falls down on		
your head. Both of these attacks can be reduced in damage if you have		
your party under the Protect status. Most of your support doesn't		
actually have to come out of your magic inventory since the Tonberry King		
is filled to the brim with helpful spells like Full-Life if you need to		
use them, maybe if you're strong enough you can even try to stock up		
on them too! When it comes to damaging the Tonberry King things get		
difficult. Obviously the Kamikaze method isn't as helpful since it isn't		
a one hit kill and you just lose the character, perhaps when you know the		
king is getting close to death you might want to use it provided you don't		
mind that character not getting any AP. Gravity too, is ineffective here.		
The Tonberry King is immune to it. Damage will have to come in the form		
of powerful Guardian Forces, physical attacks, or my personal favourite,		
limit breaks. By this point in the game you should have access to at		
least some Aura magic which makes it so your characters can use their		
limit breaks even if they have 9999 HP. If you do not have Aura magic		
then you'll have to either try to stick through the fight with a low		
HP total or go back to Guardian Forces and physical attacks like I said.		
O-----O		

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|___ inal Fantasy VIII /-----O
| -----o-----\ Jumbo Cactuar |
| (000T4) \-----O

o----- Item Checklist -----o	The Jumbo Cactuar is quite easy to find,
	simply fly the Ragnarok to the Eastern part
None..... /	of the Centra continent (South continent,
	desert area). Off the East side of the
o-----o	desert is a small island, you can fly your
	ship nearby and you will see a little green

cactus popping around on this island, that's the Jumbo Cactuar there.

O=====O=====O=====O		
Jumbo Cactuar	Level: 20	Hit Points: 90,000/90,000
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Some Cactuars live long lives and grow huge. This Jumbo Cactuar is one of those.
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....Weak	
Defense.....Moderate	Earth....N/A	
Spirit.....Moderate	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	
-----O-----O-----		

Watch out for this giant mustachioed Cactuar, he really packs a punch along with his astronomically high hit point total. This giant... thing attacks with three different attacks. First is a basic, moderately powerful stomp attack where he steps on you, the damage from this is negligible. The real damage comes with the Ker Plunk attack, Jumbo Cactuar falls to the ground and knocks your party into the air for a fair amount of damage to everyone. The final attack is the 10,000 Needles attack which not surprisingly deals 10,000 damage to a single party member. No matter how high your HP total is, and no matter how high your defense is, you cannot survive this attack. Lucky for you 10,000 Needles is ONLY a counterattack, meaning he'll only use it when you already attacked, so you don't need to worry about it while healing. For this reason though, given that the attacked cannot be survived, you need to come into this battle with either a hefty stock of the Full-Life spell, or Alexander's Revive ability, preferably both. When it comes to damaging Jumbo Cactuar, the best way to do it is by exploiting his severe weakness to Water. Given this, the easiest way to deal 9999 damage here is with Squall having a powerful spell junctioned to strength and 100 of the Water spell junctioned to his Elem-Atk. The second best way is by boosting the Leviathan Guardian Force as high as possible with as many SumMag+10% etc abilites learned as you possibly can. The one remaining thing you need to know is that once Cactuar has taken a lot of damage there is a chance he will run from battle. At that point you will always be given a warning message "Jumbo Cactuar is hesitating." There's not a lot you can do to keep him from running, your best bet is to just go nuts on the offensive and try to kill him before he gets away. If he does get away, he'll still appear on the world map, but all his HP will be restored. If you can't beat him, or need more abilities before you can do so, here's a great tip: around this island you will only fight Cactuar enemies which each give 20 AP when defeated. The problem is that they are hard to hit and run away from battle, so here's what to do to maximize your AP: Take everyne but Squall out of your party (just kill them off if you have to.) Squall has perfect hit rate meaning he will never miss with his attacks. Equip the "Initiative" ability so you can always attack at the beginning of the battle and junction either Haste or better yet, Triple, to your speed stat. With this you should be able to defeat at least two or three Cactuars per battle and really rack up AP.

—
| Final Fantasy VIII /-----O
| -----o-----\ Deep Sea Research Center |
| (000T5) \-----O

o----- Item Checklist -----o The Deep Sea research facility is located at

| almost the Southwestern most tip of the
 | None..... / | world map. Fly diagonally toward the lower
 | | left corner of the map out in the middle of
 o-----o the ocean and eventually you will see a
 large structure, land the Ragnarok on it.
 Enter the facility and check out that thing in the middle. It says that the
 blue light leads all to death, well in this case it's right. Moving while the
 light is flashing will trigger a random battle all the time, even if you have
 the Enc-None ability equipped. Basically all you need to do is approach the
 object in the middle giving off the light, but only moving when the light
 subsides. Upon reaching the middle a voice calls out of nowhere. You need to
 answer three questions correctly. The answer to the first question "So you
 wish to challenge me" is "It's not our will to fight." The answer to the
 second question "Begging me for mercy?" is "Never." Finally, neither of the
 two options for the last question "Damned imbeciles. Why do you wish to
 fight?" is the right answer. The right answer is the invisible third choice
 that doesn't actually say anything below the last two. Select that option
 to trigger the battle with the legendary Guardian Force, Bahamut.

O=====O=====O=====O		
Bahamut	Level: 22	Hit Points: 27,600/27,600
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....High	Ice.....N/A	Called the king of GF; its
Intelligence..High	Thunder..Immune	Mega Flare ignores all
Dexterity....High	Water...N/A	defense. Gives assistance
Defense.....Low	Earth....Immune	freely to those who show
Spirit.....Low	Poison...Strong	their power.
Evasion.....Very Low	Wind.....Immune	
	Holy.....N/A	
-----O-----O-----		
The king of dragons has challenged you to a battle, now all you have to		
do is defeat him to acquire his power as a Guardian Force. Bahamut has		
a number of dangerous attacks, in fact pretty much all of them are		
dangerous, just some moreso than others. Bahamut's primary attack is his		
strong physical claw attack, in fact that's where most of the damage in		
this battle is going to come from, so casting Protect on all of your		
party members is a really good idea. Bahamut's other two attacks are		
Thundaga and Tornado. You might think it a good idea to use Carbuncle and		
Reflect these two spells back at him, however think again. The spells		
are elemental thunder and wind respectively, both of which Bahamut is		
immune to, and you can't reflect Tornado anyway. The better idea would be		
to junction Thundaga and Tornado to your Elem-Def to absorb them and let		
Bahamut heal you. Lastly, and certainly not leastly, there is Bahamut's		
Mega Flare. This spell will easily deal of 3000 damage, meaning you're		
going to have to have something junctioned to your HP like Curaga, or		
you're just going to be dead. Brothers' HP+80% will certainly carry its		
weight in this battle as well, the bonus being with so much HP it will be		
quite easy to use a limit break. When damaging Bahamut, stick with		
physical attacks and limit breaks. With magic remember to avoid		
elemental spells he is immune to and the Pandemona, Brothers and Quezacotl		
Guardian Forces. Everything else is fair game, try to steal Hyper Wrist.		
o-----o		

Once Bahamut has been defeated, leave the island entirely. Upon entering the
 world map in the Ragnarok, press circle to enter the ship directly with your
 party. From here go up to the bridge and tell Irvine you're ready to go.
 This should meet the "waiting" requirement. Return to the Deep Sea Research

Facility and go back inside. Now, from the large hole that remained after defeating Bahamut, there will be a save point and a large vine structure going down. Save your game and descend. Here you will learn after speaking with Zell that you start will twenty Reserve Steam Pressure. All right, sounds good. It will automatically use four Reserve Steam Pressure to open the door to the second level. Head down the stairs. Examine the machine at the bottom and choose to use two Reserve Steam Pressure. There's a set of controls at the bottom of the stairs, don't use them, instead check out the ones on the left and agree to use four Reserve Steam Pressure to open the door. Check out the controls here to replenish your supply up to seventeen. Leave the room and use one Reserve Steam Pressure, then head down a floor. Use one Reserve Steam Pressure here, one on the next floor and four on the floor after that. This will get you to the final area. Save your game on the left and head down. Continue until you reach a control panel at the bottom. If you followed the instructions you will have exactly ten Reserve Steam Pressure.

O=====O=====O=====O			
Ultima Weapon	Level: 22	Hit Points: 74,200/74,200	
O=====O=====O=====O			
Hit Points....Very High	Fire.....N/A		
Strength.....Moderate	Ice.....N/A	The strongest ultimate	
Intelligence..Low	Thunder..N/A	monster, It's said to be	
Dexterity.....Low	Water...N/A	impossible to defeat.	
Defense.....Low	Earth...N/A		
Spirit.....Very High	Poison...N/A		
Evasion.....Low	Wind....N/A		
	Holy....N/A		

-----O-----O-----

| Ultima Weapon is known as the ultimate undefeatable boss. It may not be
| the hardest boss in the game, but it's certainly getting there, you had
| better be prepared well for battle before going off to fight this thing.
| Now before we get into battle there is something super important you
| absolutely have to do, draw the Eden Guardian Force. DRAW THE EDEN
| GF FROM ULTIMA WEAPON. It is by far the most powerful Guardian Force in
| the game, by far. Eden can deal like 40,000 damage, with the second best
| Guardian Force doing about 9999, it's a hell of a difference. Draw it.
| Now, on to Ultima Weapon. Most of the time he will start the battle
| with, and periodically cast throughout, the Light Pillar. Don't even
| think of it in terms of strength and power, just think of it as 9999
| damage to a single person, no matter how hard to try to stop it, so just
| be ready immediately with either Alexander's Revive ability or the
| Full-Life magic spell. After he's done having fun with the Light Pillar
| it is likely he will move onto Meteor, a magic spell which hits for
| fairly weak amounts of damage, but hits randomly and numerous times so
| can prove quite dangerous. Of course like most other bosses, Ultima
| Weapon has a normal physical attack, but it isn't too strong, not even
| as strong as Bahamut's attack. We're still not done yet, Ultima Weapon
| has quite a few tricks up his sleeve. He uses an attack you probably
| haven't seen since the beginning of the game when fighting Diablos, the
| Graviija attack is extremely dangerous, it cannot kill you, but sucking
| away about 75% of everyone's HP leaves them very vulnerable, it's times
| like this where it's good to have Leviathan's Recover ability handy.
| Ultima Weapon's last attack is Quake, for this preparation is your best
| bet. Sure you could waste time casting Float on all your characters, but
| why do that when you can just junction Quake to your Elem-Def before the
| battle. Anyway, with all that out of the way, really the only thing you
| are going to be paying attention to during the entire battle is the Light
| Pillar, it is very very annoying, as is the sound it makes. As for your
| party, there are three primary spells you're going to want to bring into

all when you go into the menu it says "Island Closest to Hell" at the bottom. The Island Closest to Heaven is a smaller island somewhere on the East side of the world, I can't quite remember correctly, it's just off the coast of the continent I believe but it really doesn't matter, it's just a crappier slightly easier version of the Island Closest to Hell. There's two great things about this island, first like I said it's the best place to level up in the game. Second of all the outer edge of the island is surrounded by invisible draw points for the best magic spells in the game, Ultima, Holy, Flare, Triple, Full-Life, you name it. Just junction the Enc-None ability and run around the edge tapping the X button. Go off and do other things then come back and they will be full again! It's awesome. For leveling up here what I like to do is have Squall with 100 Death spells junctioned to his St-Atk, it doesn't work on all enemies but at least half the enemies you fight here can be killed instantly. Also note that you should acquire the Odin GF first, nothing beats level up when Odin comes and quickly takes out a Malboro or a Ruby Dragon. The only thing this place isn't great for is AP, but...

Cactuar Island - Not really a sidequest but by far the best place in the game to acquire AP. If you have obtained Jumbo Cactuar already then you know where this is, it's the small island off the coast of the large desert on the Centra continent. Around this island you will only fight Cactuar enemies which each give 20 AP when defeated. The problem is that they are hard to hit and run away from battle, so here's what to do to maximize your AP: Take everyone but Squall out of your party (just kill | them off if you have to.) Squall has perfect hit rate meaning he will never miss with his attacks. Equip the "Initiative" ability so you can always attack at the beginning of the battle and junction either Haste or better yet, Triple, to your speed stat. With this you should be able to defeat at least two or three Cactuars per battle and really rack up AP. Combine that with the Island Closest to Hell and within a matter of hours you'll be ready to take on virtually any boss.

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|_inal Fantasy VIII /-----o
|  -----o-----\                Leftovers |
|      (000T7)      \-----o

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o----- Item Checklist -----o This final section is to make the reader
| | aware of sidequests that exist in this game
| None..... / | that are NOT covered by the guide for
| | various reasons, mostly due to the fact that
o-----o they take a long time and the rewards for
them just aren't worth it, but some of the
rewards are unique like the Chicobo Card and the PuPu Card so for those trying
to get everything there is to get, you might want to check out some of the in-
depth sidequest specific guides on GameFAQs for the following sidequests:

Chocobo Forests - This sidequest will bring you from forest to forest around the world blowing whistles and grabbing a few crappy items here and there. Ultimately it will get you the Chicobo card if you manage to finish it.

UFO - There are a number of locations around the world you will come across odd UFO sightings, eventually this leads to the acquisition of the PuPu card.

Shumi Village - The Shumi Village is the village of people of the same race as Master NORG. There is a sidequest available there you might want to check.

Obel Lake - Head for Timber and look around for a kind of peninsula thing to the North. When you examine the edge you will get a message prompt, this is the beginning of a lengthy sidequest to yield some crappy items.

This boss guide includes a completely 200% spoiler-free place-to-place guide for the game as well, and is meant as a walkthrough and boss guide for those who are absolutely against any kind of spoiler in any form. In order to use this boss guide effectively you need to use it in conjunction with the table of contents since the boss names aren't listed here for spoiler reason. Find the name of the boss in the table of contents and then ctrl+f the code beside it to find the boss you're looking for. If you printed the guide or can't do that for some reason simply read the code beside the name of the boss and find it manually, they're in order so it shouldn't be too hard at all.

- Examine your study panel and get the two GFs assigned to you
- Leave Balamb Garden and meet up with the person waiting for you outside
- Head for the nearby Fire Cavern past the forest
- Select a time limit that suits your abilities
- Make your way through the cavern
- The lower the timer is when boss defeated the better your score

0=====0
| BOSS | Level: 6 | Hit Points: 1068/1068 |
0=====0

Hit Points....Very High	Fire.....Absorb	
Strength.....High	Ice.....Weak	(000E1)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....High	Earth....N/A	
Spirit.....Very High	Poison...N/A	
Evasion.....Very Low	Wind....N/A	Holy (N/A)

-----0-----0-----
| Ifrit is the Fire Guardian Force so obviously you're not going to want to
| be casting a lot of fire magic on this boss, lest you want to keep
| healing him over and over again. The opposite element to fire is ice
| so in this battle, ice magic is going to be the key to victory. What you
| should be using are spells like Blizzard and summoning Shiva as much as
| possible. Note that Ifrit has Cure magic on him so whenever you need to
| heal simply use the draw command and then cast Cure on either of your
| party members. Ifrit has a couple of basic attacks. First of all he
| will cast the Fire spell on your party quite often which only deals around
| 50 damage so you should be able to survive against this easily. After the
| boss has taken a certain amount of damage he will change his tactic and
| begin using a new type of attack. The jumping body check will hit one of
| your party members for about 150 damage which can be dangerous if you're
| hit more than once so if this occurs be sure to heal up quickly after.
| Now here's something to keep in mind, the time limit you have does not
| include leaving the cave, meaning that you shouldn't be worried about
| leaving time for you to escape after the battle is over. In fact your
| upcoming Seed rank is actually influenced more positively the LESS time
| you have on the clock when you defeat Ifrit, meaning ideally you should
| get his health down as low as possible and then strike the final blow
| when the timer is at about ten seconds or so. It won't make a huge
| difference, and once you receive your rank it's only the basic level,
| to can upgrade it anyway, but it's nice to start off high.
|

- 0-----0
- Head to your room (Dormitory) and get changed
 - Meet everyone outside and drive the car to the town of Balamb
 - Upon arriving in Balamb switch over to the sub
 - Make your way down the path avoiding talking to people to reach the tower
 - Ride the elevator up and battle the boss at the top

(not a "requirement" per se, but rarely occurs otherwise.) When their HP is in yellow there's a random chance that increases the lower their current HP gets that you'll hear a noise and see a flashing arrow beside the attack command. In this circumstance hold right and use the limit break. Just so you know, Squall's Renzokuken executed perfectly with Water junction on strength can deal more than 1500 damage. Back to the actual battle again, by far Elvoret's most dangerous attack is the kind of tornado breath he uses that deals almost 180 damage to every member of your party. To restore after this has occurred have them all draw-cast Cure of if Selphie has a limit, Do Over until you find the Full-Cure. This is about all that Elvoret can do besides another Thunder attack so use normal attacks to the best of your ability and don't be afraid to summon your GFs, especially if you've learned the Boost ability.

- Escape back the way you came as fast as possible

BOSS	Level: 10	Hit Points: 5770/5770
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000E4)
Intelligence..Low	Thunder..Weak	
Dexterity.....Low	Water....N/A	
Defense.....High	Earth....N/A	
Spirit.....Low	Poison...Immune	
Evasion.....Low	Wind.....N/A	Holy (N/A)

The giant sub-optional mechanical spider boss is one heck of a monster to be fighting. First of all let's look at the boss' various attacks, as it has quite a few of them. There are two normal attacks, one where the boss grabs you and deal damage, the other where it kind of fires a projectile from its leg. These only hit one person and don't amount to much at all. The next more dangerous one does about the same damage, but to your entire party, the boss knocks you backward, but still no big deal. The most dangerous attack you need to watch out for is the Ray-Bomb where the boss fires a beam that will send you into the air and deal about 100 damage to everyone, somewhat painful but still barely half as bad as Elvoret's most powerful attack. This boss' strengths don't lie in its attacks but rather in its whoppingly huge hit point total, luckily you aren't actually supposed to kill this boss. Once you've done about 1500 damage the boss will fall to the ground and begin to repair itself. At this point it becomes possible (and pretty much required) to hold L2+R2 to escape from the battle. In order to deal that required 1500 damage easily all you need to do is summon Quezacotl once or twice and the boss will go down. Now here's an interesting fun fact, it IS possible (albeit very difficult) to kill this boss. Note that speed is a requirement since it will eventually repair itself, you must destroy the boss before this happens and there's only one way to do this. You'll need a character with Quezacotl junction and 100 Water junctioned to their magic stat. Quezacotl needs to know Boost, for sure, as well as SumMag+10%, SumMag+20% and hopefully even SumMag+30%. You will also want the highest possible compatibility you're willing to work for so the person can do the summoning quickly since like I said, speed is important. Your reward for defeating the boss is a whopping 50 AP for all your guardian forces, that reward is quite decent for the work it takes to actually prepare to beat the thing. Either way it still doesn't stop it from chasing you, which is actually kind of nice because it makes it possible to defeat the boss multiple times (I'm not 100% on that point however.)

- Return to Balamb Garden on foot

- Take the right path and speak to everyone
- Wait around in the hallway on the second floor to be called on
- Change into the uniform in your room and leave
- Return to your room and change clothes again
- Head for the Balamb Garden Training Center
- Fight your way through to the room at the top
- Leave the Training Center after the scene is over

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O=====O=====O=====O
| BOSS (Large)           | Level: 11           | Hit Points: 1538/1538 |

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O=====O=====O=====O
| Hit Points....Very High | Fire.....N/A       |                       |
| Strength.....Low       | Ice.....N/A       | (000E5)              |
| Intelligence..Low       | Thunder..N/A       |                       |
| Dexterity.....Low       | Water....N/A       |                       |
| Defense.....Low        | Earth....Immune     |                       |
| Spirit.....Low         | Poison...N/A       |                       |
| Evasion.....Low        | Wind.....Weak      | Holy (N/A)           |

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=====+=====+=====+
| BOSS (Small)           | Level: 11           | Hit Points: 287/287  |

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=====+=====+=====+
| Hit Points....Moderate  | Fire.....N/A       |                       |
| Strength.....Low       | Ice.....N/A       |                       |
| Intelligence..Moderate  | Thunder..N/A       |                       |
| Dexterity.....Moderate | Water....N/A       |                       |
| Defense.....Very High   | Earth....N/A       |                       |
| Spirit.....Very High   | Poison...N/A       |                       |
| Evasion.....Very Low    | Wind.....N/A       | Holy (N/A)           |

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-----O-----O-----
| You fight this boss along with three of its little helpers, first and
| foremost you should only ever aim for the actual boss, the helpers will
| get in the way but bother to destroy them will really only end up wasting
| your time in the long run. The boss only really has one single attack,
| it kicks the little Raldo things at your party for about 30 damage.
| Sometimes when it gets angry it will lift the things off the ground and
| drop them on a single member of your party for about 50 damage. You may
| notice this does not fit the example of a what bosses in a game normally
| do, and this is of course "get progressively harder." Instead this boss
| opts to actually be easier than the previous bosses you faced, so all you
| really need to do is attack or start summoning some Guardian Forces in
| here. To add more insult to injury in the boss' case he is very
| susceptible to Sleep attacks meaning if you've got Sleep junctioned on
| your weapon or if you just simply cast a sleep spell then you can
| pretty much keep the boss dozing for the entire battle which is kind of
| nice. The Raldo enemies don't actually attack on their own so while the
| main boss is asleep you can do pretty much anything you want without
| fear of being attacked. Note that one single Renzokuken can kill this
| boss in a single turn. Once the boss is dead then the Raldo enemies will
| start attacking, they're actually far harder than the boss since their
| normal attack does as much as Grenaldo's stronger attack and since there
| are three of them, they attack three times per turn. Ouch. It still
| only takes a single summoning of Quezacotl to take them out though.

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O-----O-----O-----O

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- Go back to your room and go to sleep
- Find and speak to Headmaster Cid out front of the Garden in the morning
- Speak to him again to get an item
- Save your game and use that item on the world map

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O=====O=====O=====O
| BOSS                   | Level: 9            | Hit Points: 8000/8000 |

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O=====O=====O=====O
| Hit Points....Very High | Fire.....N/A       |

```

Strength.....Moderate	Ice.....N/A	(000E6)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....Immune	
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind.....Weak	Holy (N/A)
-----o-----o-----		
<p>Diablos is an extremely difficult boss if you don't know what you're doing. You have to understand how powerful gravity magic can be, and if you don't then Diablos is going to show you whether you like it or not. Diablos has three main attacks that it uses. A normal physical attack that deals just over 200 damage, this is his most dangerous attack by far and you're going to be very relieved to know that he rarely uses it for reasons explained soon. His second attack is the Demi spell which is a basic gravity spell that shouldn't do much damage to your party at all. The most powerful spell Diablos has is of course the Graviija which takes approximately 75% of the HP off of everyone, but again, like Demi this is a gravity based attack meaning that even if you only have one hit point, it cannot kill you. That's what makes the normal attacks so dangerous, it's the only attack he has that can actually kill you, the rest are just for severely weakening you. The two most important characters in this battle are Squall and Selphie, it really doesn't matter what you do with Zell. Squall should have 100 Water magic junctioned to his weapon, and if you still don't have that yet you can simply run down to the shore right now and fight a couple battles to get five Fish Fin items and refine them. With this, his Renzokuken limit break will be extremely powerful. Couple this with that fact that gravity magic can only weaken you, not kill you, and there should be quite a few opportunities to use your limit break. Basically the tactic is, while Diablos is casting his magic you should draw and cast Demi on him which will deal over 1000 damage at the start but get gradually weaker. Also note that using draw on Diablos fails quite often. Next, when he has used Graviija and your characters' HP is in the yellow, cycle through until Squall's limit comes up and then use that on the boss. During this time (while Rough Divide is going is best) you should have Selphie's limit. Keep using Do Over until you find the Full-Cure spell in there, it isn't too rare. This will fully restore your party to max and you can start the cycle all over again. Doing this should give you the edge you need.</p>		
-----o-----o-----		
<ul style="list-style-type: none"> - Head to the town of Balamb - Go to the station and buy a ticket for 3000 Gil - While on the train go into your private compartment - Head up through the forest to reach a city - Follow the road to the Galbadia Hotel and go downstairs - After the scene speak to the guy at the desk - In Timber, give the man the password "But the owls are still around" - Go upstairs and speak to the girl in the bedroom - Return to the ground and listen to their plan - Speak to Watts when you are ready - Run across the top of the train inputting the codes when prompted - When it's all over enter the new train car 		
O=====O=====O=====		
BOSS	Level: 12	Hit Points: 778/778
O=====O=====O=====		
Hit Points....High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000E7)
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Moderate	Poison...N/A	

Evasion.....Low	Wind.....N/A	Holy (N/A)
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Defeating the Fake President should not be too hard, his HP total is pretty pathetic and his attacks are nothing special. He'll use some kind of vampire bite attack that deals less than a hundred damage to a single character and really doesn't use anything else. Anyone with a decent amount of magic junctioned to their strength should be able to take this boss out in a mere few turns. But of course, when he dies...

BOSS	Level: 12	Hit Points: 3650/3650
------	-----------	-----------------------

Hit Points....Very High	Fire.....Weak	
Strength.....Moderate	Ice.....N/A	(000E8)
Intelligence..High	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....Weak	

Spirit.....Moderate	Poison...Immune	
Evasion.....Moderate	Wind.....N/A	Holy (Weak)

Technically this is still part of the previous fight but its an entirely new boss. The Fake President falls to the floor when defeated, only to spring up and transform into this disgusting beast. Gerogero can use some very nasty status attacks. First, Gerogero will use kind of a vomit spew to inflict darkness on one of your characters. When someone is under the darkness status, they will have a severe reduction in their ability to hit the enemy with normal physical attacks. Other status related attacks the boss uses include the two spells Silence and Berserk which will disable the use of magic with one character and make one character only able to physically attack every turn respectively. Here's how to deal with any of these occurrences, all you have to do is use the draw command on the boss and cast his Esuna spell on whichever character has been affected, since Esuna will remove any abnormal status effect, not just one in particular. His final attack is an arm swipe that deals nearly 200 damage to a single character and can be quite dangerous. Let's talk about how to actually defeat this boss, there are a couple ways of doing it. If you have any Wizard Stones you can refine perhaps just one of them into some Firaga magic and really exploit his weakness to fire, but this is still the far more complicated way. Note that this boss carries the undead property, meaning that not only is he weak to holy based magic but also to cure based magic. If you cast the Cure spell on this boss he will take damage rather than gain life, and of course you can see where this is going to lead. Have one of your characters minimum able to use the Item command in battle. Select Item, then choose one of the Elixirs you should have obtained recently. Use the Elixir on Gerogero to find out what an easy weakness it is. The Elixir will deal 3650 damage to the boss automatically and kill him instantly.

- Speak to Watts and leave the train
- Head right from the platform, right again and downstairs
- Go through the bar, give the man his card back to make him move
- Head down the alley and up for a scene
- Leave the house and go right then board the train
- Get off at the East Academy Station and enter the forest
- Make your way through this odd compound to the end
- Head for the nearby Galbadia Garden outside the forest
- Go upstairs and meet with your party
- Leave the Garden and board the train at the nearby station
- Enter Deling City and ride one of the buses to General Caraway's house
- Agree to go find the student's ID number

- Leave Deling City and head Northeast to the tomb
- Enter the tomb and examine the object on the second screen for the number
- Keep going through the tomb if you wish to acquire a new Guardian Force

O=====O=====O=====O		
BOSS	Level: 15	Hit Points: 2468/2468
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000E9)
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....Immune	
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....Weak	Holy (N/A)

-----O-----O-----

| Sacred is the Earth GF, equipped with a huge spiked mace and ready to
 | clomp you over the head with it. He has a basic attack for just over
 | 100 damage where he basically just smacks you in the face with his weapon.
 | Sacred also has some kind of Regen in effect allowing him to restore HP
 | at a consistent rate through the battle. This is pretty much all he does
 | for the entire fight so your primary job is to just make sure you can
 | keep up with the damage, and that the damage you deal isn't balanced
 | by his HP gain. The best way to do this is through the use of Guardian
 | Forces and Squall or Zell's limit breaks if you can get them.

O=====O=====O=====O		
Boss (Large)	Level: 15	Hit Points: 2468/2468
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000EA)
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....Immune	
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....Weak	Holy (N/A)

=====+=====+=====		
BOSS (Small)	Level: 11	Hit Points: 2455/2455
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....Absorbs	
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....Weak	Holy (N/A)

-----O-----O-----

| Watch out for these two, who can be very dangerous when combined. First
 | of all, Sacred is pretty much the same as he was in the previous
 | battle. He'll use his normal attack every single turn and heal HP while
 | doing it. It's the Minotaur who provides the real challenge in this
 | battle. He has a normal attack just like Sacred does that deals about
 | the same amount of damage. He also has an attack called Mower, which
 | pretty much "mowers" across you party and deals normal attack damage to
 | everyone in your party. This is all well and good, in fact the fight
 | would be easy if that's all it was, but that's not all it is. The
 | Brothers are able to use a special combination attack called Mad Cow.
 | This attack is basically an earthquake attack that will shake the ground
 | violently and deal serious damage to everyone in your party, about 400
 | damage to every one of them. If you're not prepared then this attack
 | will totally wipe you out. Here's what you need to do to stay alive and
 | win this battle. First use the draw command and notice that they carry
 | the Protect spell, this is good because you're going to need it. Cast it

| on all three of your party members and it will pretty much last the entire
| battle, cutting all physical damage you take in half. Now here's where
| you hope you were able to stock a lot of those Float spells. It's best
| if you distribute them among your party so you can cast it quickly. Use
| Float on everyone in your party, this will make it so the earthquake
| spell Mad Cow can't even touch your party members and you take no
| damage. As if this wasn't nice enough, cast Float on both Sacred and
| Minotaur. Their ability to heal comes from some kind of bond with the
| Earth so when they are separated from it (floating in the air) that
| healing ability disappears and you are free to start smashing. When they
| are no longer healing, simply a couple casts of both Shiva and Quezacotl
| each should be enough to eliminate both of them simultaneously.

- O
- Return to Deling City and give the guard the ID number
 - Speak to General Caraway inside
 - Follow him outside and walk around the city
 - Speak to him once again inside his house
 - Have Quistis' party return to the house
 - Climb up the boxes as Rinoa up to the top and find the woman
 - As Quistis grab a wine glass and place it in the statue's hand
 - As Squall, navigate between people and climb the same boxes as Rinoa

O=====O=====O=====O

BOSS	Level: 12	Hit Points: 944/944	
Hit Points....High	Fire.....Immune		
Strength.....Low	Ice.....N/A	(000EB)	
Intelligence..Low	Thunder..N/A		
Dexterity.....Low	Water....N/A		
Defense.....High	Earth....Weak		
Spirit.....Low	Poison...Immune		
Evasion.....Low	Wind.....N/A	Holy (N/A)	

-----O-----O-----O-----O

| These bosses have pathetically low HP totals, so low that it's well...
| pathetic. With less than 1000 HP a piece you can easily eliminate them
| with a few normal attacks from Squall as .long as he has a decent magic
| spell junctioned, however don't be too quick to eliminate them. Most
| important of all the first thing you should do is the the Draw command
| and draw the Carbuncle Guardian Force from either of the bosses. While
| doing this also note the bosses carry the Cure spell and the Esuna spell,
| both will come in handy for this battle. The Iguions will most often
| use a normal slash attack that deals about fifty damage or so, there are
| two other attacks you need to watch out for. The first is the more
| uncommon of the two, while both bosses are still alive they can team
| up and use the Resonance attack which will deal about 250 damage to both
| party members, you'll likely need to cure after being hit by that. The
| more common of the two is the Magma Breath which hits for decent damage
| to a single character but also has the added effect of inflicting the
| gradual petrify status, meaning a number will appear above the character's
| head and when that countdown reaches zero, the character turns to stone.
| In order to prevent this simply draw-cast the Esuna spell and use it on
| the character to fix them. As for offenses, Squall's attack is great and
| Renzokuken should be able to take one of them down in a single use. The
| best thing however is the Brothers GF. Not only is it strong but it
| exploits their weakness to Earth, if you have Boost, instant kill there.

- O
- Go back and examine the trap door in the hall
 - Make your way through the sewers with Quistis

O=====O=====O=====O

BOSS	Level: 19	Hit Points: 1076/1076	
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Hit Points....Very High	Fire....N/A	
Strength.....Moderate	Ice.....N/A	(000EC)
Intelligence..High	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Very High	Earth....N/A	
Spirit.....Very High	Poison...Weak	
Evasion.....Low	Wind.....N/A	Holy (N/A)

-----O-----O-----

Before this battle begins make sure you equip the Carbuncle Guardian Force, it will make things a lot easier, although this battle isn't exactly too difficult in the first place. Even though you're only fighting with Squall, about 1000 HP isn't that much to take off anyway. Seifer has a couple of main attacks, first he of course has his normal Gunblade slash. Seifer will also use the Fira spell which deals over 200 damage to Squall and can become quite dangerous. There are two ways to deal with this. The first is to junction Fire to your Elem-Def, but the far easier way is to simply summon the Carbuncle GF and then all of Seifer's magic will be reflected back onto him, not only preventing the damage to you, but inflicting damage upon him. Even if Seifer does manage to get Squall's HP low enough, one use of Renzokuken will totally obliterate Seifer with any decent spell junctioned.

O=====O=====O=====

BOSS	Level: 11	Hit Points: 4300/4300
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Hit Points....Very High	Fire....N/A	
Strength.....Low	Ice.....N/A	(000ED)
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (N/A)

-----O-----O-----

Following the battle with Seifer, the battle with Edea begins. Although it opens with only Squall against her, Irvine and Rinoa will quickly join the fray. Edea is equipped with powerful magic spells, the highest level of their kind like Thundaga, so your curative abilities had better equal her offensive capabilities. Of course there is one surefire way of standing up to these spells and it's the same tactic you used for the previous battle, summoning Carbuncle and having Reflect on your entire party will ease the difficulty significantly. Edea in one respect is unlike Seifer, she will not cast powerful magic and do harm to herself, instead she will use the Dispel spell over and over, What Dispel does is remove the Reflect status from a party member. Fortunately there is still one good thing about this, since Dispel only targets one person at a time she will waste three turns Dispel-ing your entire party after which you can simply summon Carbuncle again, all the while attacking her with your most powerful GFs and physicals. Her physical defenses are her weak point so rather than working out a bunch of powerful magic and such, sometimes it's easiest to rely on brute strength here if your characters have the junctions to back it up. One interesting facet about this battle is that victory is not actually required, the outcome after the battle remains unchanged regardless of whether you actually win or not, the only difference is that you don't get the AP bonus if you lose.

O-----O-----

- That's the end of the first disc
- Leave the house and head to the bar to speak with the woman
- Leave the bar and run to the bottom of town then back again
- Speak to the woman in the bar and go rest in your room
- Speak to all your party members
- As Zell, go downstairs and get your weapons back again

Defense.....Moderate	Earth...N/A	
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....N/A	Holy (N/A)
-----o-----o-----		
A lone Elite Soldier is working with these two powerful GIM52A enemies, like the description says, the soldier will provide support to his two allies so the first thing you should do in this battle is destroy him. Once the soldier is out of the way your next task of course becomes getting rid of the large machines. This fight is somewhat similar to the fight with Diablos. The robots have an attack designed to be quite powerful and able to weaken you called Micro Missiles. Micro Missiles can't ever actually kill you, instead what it does is take off half of your current HP, so even if your party is really strong this attack is still going to hurt you. After using Micro Missiles the enemies will rely on their fast speed and moderately powerful physical attacks to knock off whatever remaining HP you have left which is why it is very important to heal in this battle. They use their physical attacks a lot more often than Diablos did so the chances of actually being killed are a lot greater, but at least the attacks aren't too strong. To eliminate these enemies I prefer to just let Micro Missiles take Squall's HP down a bit and then just blow them away with Renzokuken, but considering their weakness to thunder magic, a Boosted Quezacotl can work just as well.		
o-----o-----o-----		
- Begin to cross the bridge and shimmy to the right when you get the chance - Head left through the bars and board the train - Drive to the Missile base West of here - Enter the base and walk casually past the first guard - Speak to the guard in the top room - Speak to the guards in the lower left room below the stairs - Speak to the guard in the top room again - Go back upstairs and into the control room, press random buttons - Tell the guards you were just about to call them - Head downstairs and help then push the large object into place - Leave the room and examine the terminal, maximize the error ratio and upload - Go upstairs and fight the solders there		
O=====o=====o=====O		
BOSS (Leader)	Level: 14	Hit Points: 1149/1149
O=====o=====o=====O		
Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	(000EG)
Intelligence..Low	Thunder..N/A	
Dexterity....Low	Water...N/A	
Defense.....Low	Earth...N/A	
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....N/A	Holy (N/A)
=====+=====+=====		
BOSS (Subordinate)	Level: 12	Hit Points: 489/489
=====+=====+=====		
Hit Points....Moderate	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity....Low	Water...N/A	
Defense.....Low	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (N/A)
	Holy.....N/A	
-----o-----o-----		
I'm not even quite sure why this is classified as a boss battle, it's only marginally more difficult than a normal battle with the same basic enemies slightly upgraded. The only thing that makes this battle		

difficult even the slightest is the enemy ability to use Confuse on your party, implying that the enemies themselves aren't actually hard, you only need to watch out for your own party members in this battle. A confused ally can be cured easily with a simply weak physical attack, from there all you need are one or two Guardian Forces to end the fight.

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BOSS (Machine)	Level: 10	Hit Points: 6000/6000
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Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000EH)
Intelligence..Moderate	Thunder..Weak	
Dexterity.....Moderate	Water....Weak	
Defense.....Very High	Earth....Weak	
Spirit.....Low	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	Holy (N/A)

=====+=====+=====+

BOSS (Leader)	Level: 14	Hit Points: 1149/1149
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Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....N/A	Holy (N/A)

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BOSS (Subordinate)	Level: 12	Hit Points: 489/489
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Hit Points....Moderate	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (N/A)

-----O-----O-----

Definitely the hardest boss you've had to face so far, plus you have a time limit to watch out for. I'll assume you chose the ten minute timer, so even if you didn't, obviously a strategy that will kill the boss quickly will benefit you anyway. In terms of offense, the boss has all the bases covered. In fact this is the first boss with an attack that has quite a good chance of killing you even at full HP, so Guardian Forces with HP Junction ability are going to help out quite a bit. Believe it or not the boss only has two attacks. The first is a physical blast of gunfire to a single character which deals about 200 - 300 damage. This is the attack you're going to see most often so it's a good idea to do what you can to lessen the damage. The boss is stocked with the Protect spell which will reduce the damage taken from the gunshot attack by 50%. Draw and cast it on all your characters at the beginning of the battle. If you chose ten minutes doing this is optional, as it does admittedly waste a turn. The next attack the boss has is the much more dangerous one. The boss will use a single turn to prepare for the beam cannon and then let loose on the next one. The beam cannon does about 900 damage to a single character and cannot be weakened by either the Protect or Shell spells the boss is carrying. From this point on, the boss will no longer announce the Beam Cannon, it will just fire the cannon periodically. As for killing the boss quickly and efficiently, this job falls solely in the capable hands of the Quezacotl Guardian Force which is so much more effective than anything else, with the possible exception of limit breaks. You're not going to have time to

be summoning GFs with all of your characters, so assign your most powerful magic user to be the summoner of Quezacotl, and the remaining two characters should just focus on using physical attacks enhanced by junctioned magic for the entire battle. Boost is the most important ability to have for Quezacotl followed by SumMag+10% and the ones that follow, you're going to want to be able to deal more than 1000 damage per cast. The boss has 6000 HP approximately and for every 1000 damage dealt, one of the six pods on its head will explode. When the boss gets down to two pods it will use the powerful Beam Cannon on EVERY turn, totally obliterating your party. At this point it doesn't matter how bad the idea sounds, you need to go on an all out offensive and take the boss down as quickly as possible. If you're looking for a way to effectively survive as long as possible, note that Siren L Mag-RF ability combined with Tents, Cottages and Wizard Stones should provide a good deal of Curaga spells which will boost your hit point total to the 3000-4000 range. After the boss has been defeated, three more soldiers pop out, but a single GF cast should eliminate those guys.

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- Enter Balamb Garden and check every single place to try and find Cid
- After visiting the infirmary go meet Xu in the front hall
- Follow her up the Cid's third floor office
- Ride the elevator down to the basement
- Make your way along and turn the handle in the room to open the floor
- Continue down to the bottom and climb the ladder.
- Use the controls to open the gate and go down that ladder
- Save your game and head up to trigger a boss battle

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BOSS	Level: 22	Hit Points: 4507/4507
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Hit Points....Very High	Fire.....Weak	
Strength.....Moderate	Ice.....N/A	(000EI)
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....Immune	
Defense.....Moderate	Earth....N/A	
Spirit.....Moderate	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	Holy (N/A)

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There are two Oilboyles to fight here, which shouldn't be too much of a problem provided you are adequately prepared. The Oilboyles have three attacks. The first is of course a normal physical attack that deals moderate damage to a single party member and can be weakened by the Protect spell (which you would have to cast yourself since neither of them have it available to draw.) The next attack is probably the most dangerous, the Sonic Wave, because it hits your entire party. The damage will usually range anywhere between 300 - 500 damage to everyone. Lastly the boss has the ability to shoot oil at you which does more damage than any other attack, between 600 - 800 damage, and can inflict the Darkness status on a character. It's a good thing the boss carries the Esuna spell, if any of your characters gets inflicted with Darkness simply draw-cast the Esuna spell to remove the ailment. This does not apply to Squall however, Squall automatically has 255% accuracy right from the beginning of the game, which basically means it's a physical impossibility for him to actually miss, the Darkness status has no effect on him. Once you've taken enough damage to bring your HP down to dangerous levels don't waste your own magic or items, simply draw-cast the Cura spell from either of the Oilboyles whenever you need to use it. Now as for offensive tactics, the most important thing to keep in mind is that the bosses both have a very severe weakness to fire. You can junction fire magic to your Elem-Atk to really raise the damage you can deal with a physical attack, but by far the most effective way to deal with this fight is just

| junctioning Ifrit and Boosting it, with the help of SumMag+10/20/30%
| you're looking at damage in the multi-thousands. Not only that it hits
| both of them, so really this battle could be easily ended in just two
| turns provided you've learned enough of Ifrit's abilities.

- O-----
- Keep going down and use the control panel at the bottom
 - Head for the second floor and go out on the balcony
 - Return to the third floor
 - Wake up and go to the elevator, ride it down to B1F

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| BOSS (Creature) | Level: 22 | Hit Points: 10,700/10,700 |

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Hit Points....Very High	Fire.....N/A	
Strength.....High	Ice.....N/A	(000EJ)
Intelligence..High	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...Immune	
Evasion.....Low	Wind.....Weak	Holy (N/A)

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| BOSS (Pod) | Level: 16 | Hit Points: 2000/2000 |

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Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..Strong	
Dexterity.....High	Water....N/A	
Defense.....Very High	Earth....N/A	
Spirit.....Very High	Poison...Immune	
Evasion.....Low	Wind.....N/A	Holy (N/A)

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| BOSS (Orb) | Level: 16 | Hit Points: 1306/1306 |

|=====+=====+=====+=====+|

Hit Points....Very High	Fire.....Immune	
Strength.....Low	Ice.....Immune	
Intelligence..Low	Thunder..Immune	
Dexterity.....Low	Water....Immune	
Defense.....Very High	Earth....Immune	
Spirit.....Very High	Poison...Immune	
Evasion.....Low	Wind.....Immune	Holy (Immune)

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| BOSS (Orb) | Level: 16 | Hit Points: 1306/1306 |

|=====+=====+=====+=====+|

Hit Points....Very High	Fire.....Immune	
Strength.....Low	Ice.....Immune	
Intelligence..Low	Thunder..Immune	
Dexterity.....Low	Water....Immune	
Defense.....Very High	Earth....Immune	
Spirit.....Very High	Poison...Immune	
Evasion.....Low	Wind.....Immune	Holy (Immune)

|-----O-----O-----|

| The beginning of the fight is easy as long as you've got at least one
| person with a decent strength physical attack, that person is probably
| going to be Squall. Here's how the battle works at the beginning. The
| two orbs, left and right, have three different colour states: Blue,
| yellow and red. They start off as blue and gradually move toward red.
| In red state they are capable of casting powerful magic and doing
| a good deal of damage to your party with magic like Tornado, or other
| status effecting spells like Silence and Darkness. The trick is however
| that each time an orb is hit, it reverts to a previous state, so red
| would change to yellow and yellow to blue. It doesn't matter how weak

or strong the hit is either. You main goal at the beginning of the battle to to destroy the NORG Pod which has about 2000 HP. To beat the first part of the battle without even taking damage simply do this. Have Squall attack the NORG Pod. Wait a second until the two orbs turn yellow and have your other two characters physically attack the two orbs so they change back to blue. Keep doing this over and over until the NORG Pod is destroyed and the real NORG shows his face. Now get something straight right now. When NORG has been revealed the first thing you need to do is use the Draw command and draw the Leviathan Guardian Force from the boss. DRAW LEVIATHAN! Get your attention? Good. Once that's out of the way you can start attacking. Unfortunately there is no longer any way to beat the boss without it attacking, NORG will begin to use his magic on you so now you have to focus on hitting those two orbs as well as keeping your party fully healed at all times, it's quite dangerous. Some of NORG's attacks include a basic Water spell that hits one single character, as well as a basic Blizzara spell that hits one character as well. Notice you can Draw Shell from the boss, it may be a good idea to draw-cast Shell on all characters in your party to try and reduce some of the damage you take. Another of NORG's attacks, the Psycho Blast is basically just a powerful attack that does 700 - 800 damage to one character. NORG also has the ability to use Slow on someone so it takes longer for them to get turns. This will wear off eventually, but note that you can draw-cast the Esuna spell from NORG so if any abnormal status ailments occur, cure them quickly and get on with the fight. As NORG's hit points start to dwindle he will cast the Protect spell on himself to halve all physical damage he takes from that point on. He's so adamant about protecting himself in fact that often after he casts the Protect spell, he will cast it again before it wears off, and the spell will just miss, wasting one of his turns. If there's anything that will kill you in this battle it's going to be the Psycho Blast, when near death he just uses it over and over, be sure you've got some Curaga's in your magic inventory. When it comes to attacking the boss, since two of your teammates are going to be generally busy, I found that Squall simply normal attacking each turn was sufficient enough to drain his HP. If you can manage to let loose a Renzokuken on this boss, especially before NORG is able to cast the Protect spell on himself, it will totally annihilate him.

- O
- Head to the infirmary and find Cid
 - Go to the second floor balcony and speak to the people
 - Check the library for the girl you're looking for
 - Leave the bridge and go to the second floor to reach Fishermans Horizon
 - Make your way to the mayor's house in the middle
 - Leave the house and go up, make your way right past the save point

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BOSS	Level: 24	Hit Points: 7400/7400
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Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000EK)
Intelligence..Moderate	Thunder..Weak	
Dexterity.....Moderate	Water....Weak	
Defense.....Low	Earth....Weak	
Spirit.....Low	Poison...Immune	
Evasion.....Very Low	Wind.....N/A	Holy (N/A)

-----O-----O-----O-----O-----O

This fight is very similar to the previous battle with the same monster, with one notable difference. The boss' gun attack is approximately two times as powerful as it was the first time. Also the boss probably has a bit more HP than it did last time. Basically it uses a normal gun attack most of the time that will deal between 300 and 400 damage to

a single character. In order to weaken the damage taken from this attack all you have to do is draw-cast the Protect spell from the boss, it should still have it. Second is the beam Cannon which is about equally as powerful as it was in the last battle. 800 to 900 damage frequently can get pretty brutal so make sure either your characters have some decent magic like Curaga junctioned to their HP, or some decent magic like Curaga ready to cast when they get hit, or possibly both which would of course be ideal. When it comes to defeating this boss there are two easy ways to do it. One is to just let Squall's HP get as low as possible, have a good spell junctioned to his strength, and use Renzokuklen about once or twice to finish the boss off. The less dangerous way is of course to keep summoning the Quezacotl Guardian Force, when you boost it as much as you can it should be able to deal between 1500 - 2000 damage to the boss with a good hit.

o-----o

- Return to Balamb Garden and head for the Quad
- Assign instruments to everyone here then go down and listen to the concert
- Pilot Balamb Garden to the town of Balamb
- Speak to everyone at the entrance of town to get inside
- Head to Zell's house and speak to his mother
- Talk to the guards in front of the hotel
- Head to the docks and talk to the soldier beside the dog
- Check Zell's house and then the train station
- Go back to the docks and speak to the dog, then follow it
- Follow the dog to the train station then follow the man to the hotel

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BOSS (Man)	Level: 20	Hit Points: 8000
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Hit Points....High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000EL)
Intelligence..Low	Thunder..Absorbs	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind.....N/A	Holy (N/A)

=====+=====+=====

BOSS (Soldier)	Level: 20	Hit Points: 240/240
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Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind.....N/A	Holy (N/A)

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Well first of all those two Galbadian Soldiers certainly aren't going to be hard to take out. Raijin on the other hand is a slightly different story. Raijin has one single attack, and really that's all he needs. Raijin's only attack is a physical attack from his pole, it deals about 350 damage to one character and he's quite fast so you'll find it actually gets rather dangerous over time. Start the battle by summoning a Guardian Force to eliminate the two Galbadian soldiers. Summon something like Leviathan, if you summon Quezacotl then Raijin will gain life due to his absorbing of thunder based elemental attacks. After the soldiers have been dealt with, next you'll want to use one turn with all your characters to have them draw-cast the Protect spell that Raijin has on themselves. Since Raijin's only attack is a normal physical hit then obviously this is going to extend the battle for twice as long. When it comes to damaging Raijin there are a number of ways that work

well, personally, like usual, I prefer to just waste him with Squall's limit break. With 100 Waters still junctioned to strength from the beginning of the game, as the best weapon you can currently get for him, Renzokuken should hit about six times for 1000 each time plus final attack he uses (if any.) Other people's limits can be just as effective like Zell's Duel or Irvine's shot. If physical attacks aren't your thing there's always summoning Guardian Forces over and over until you're sick of the animations, but at least you'll be protected during the casting time and they'll be taking damage instead of you. Now here's one more final tip to really make this battle easy. Before going into the fight junction 100 Sleeps to someone's physical attack, Raijin is susceptible to the Sleep spell so in theory you should be able to attack him over and over again without actually letting him get a turn. In the event he does get a turn it won't matter, because he also happens to lack an immunity to the Blind spell which makes it a lot harder for him to actually connect with a physical attack. Now you can't lose!

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BOSS (Male)	Level: 24	Hit Points: 7200/7200
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Hit Points....Moderate	Fire.....N/A	
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Strength.....Moderate	Ice.....N/A	(000EM)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (N/A)

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BOSS (Female)	Level: 24	Hit Points: 9600/9600
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Hit Points....High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	
Intelligence..Low	Thunder..Absorbs	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind.....N/A	Holy (N/A)

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Raijin comes back once again, this time with Fujin at his side. There are quite a few things to consider for this battle, but I know exactly where to start. Fujin has the Pandemona Guardian Force. DRAW PANDEMONA FROM FUJIN AS SOON AS POSSIBLE. Understand? Good. Now as for the actual battle here's how it works. In Raijin's case he still has the same physical attack he had outside the hotel, but if I'm not mistaken it's even stronger now (though not by much, maybe 50 - 100 points.) This really doesn't matter, what matters is his brand new attack called the Raijin special which he will use randomly. The Raijin Special hits a single character for 800 - 900 points of physical damage. Raijin still has the Protect spell to be drawn from him so you'll want to get that on your characters as soon as possible, it cuts the damage taken from the Raijin Special in half. For Fujin, all she will do is use wind magic over and over. The two spells she uses are Aero and the much more dangerous Tornado. Aero hits a single character for about 200 - 250 damage while Tornado hits your entire party for 400 - 500 damage. Far more dangerous. Now, imagine you had 100 of the Tornado spell yourself already... what if you junctioned it to your Elem-Def... I imagine you would benefit quite a lot from Fujin's attacks, possibly even healed by them although it really doesn't matter and I'll get to the reason in just a second. You'll remember I said to draw the Pandemona Guardian Force from Fujin at the beginning. Well if you note her description when

you scan her, it says her wind magic is based on the help of another being with wind power, this is the Pandemona Guardian Force. Once Pandemona has been drawn out of Fujin she is no longer able to cast any wind magic. From now until the end of the battle her only attack is called Zan. She throws her pinwheel at you for a pathetic 200 damage or so. Not only is this attack weak, but the damage is cut in half by the Protect spell. Fujin has just become totally useless and you need to focus all your attacks on Raijin. Note that all the status effects that worked in the last battle still work on Raijin, and even work on Fujin as well so it's quite easy to just put them both to sleep and let loose your most powerful Guardian Forces. Just remember that you still can't use Quezacotl, and while you don't have any wind based Guardian Forces at the moment, avoid spells like Aero and Tornado yourself. You can draw the Cura spell from Fujin if your party needs healing which is just another reason to keep her alive while you focus your attacks on Raijin.

- Pilot Balamb Garden to the Northern continent and find Trabia Garden
- Speak to Selphie and her friend
- Head left and find the basketball court, watch the scene there
- Head to the Quad with Squall's party
- Go left with Zell's group
- With Squall go up the elevator and find the classroom
- Battle and defeat the Galbadian soldier
- Enter Galbadia Garden with Rinoa
- Go upstairs and get the Card Key 1 from the student
- Head downstairs and head to the left side past the rink to find Card Key 2
- Go to the third floor and to the front hallway

BOSS	Level: 17	Hit Points: 8700/8700
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	(000EN)
Intelligence..Moderate	Thunder..Absorbs	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind.....Immune	Holy (N/A)

The time has come to do battle with Cerberus, the mythical beast of three heads who guards the gates to the underworld, and likes to spend his off-time making sure all the students in Galbadia Garden are carrying their hall passes. Cerberus has a few basic attacks that he starts the battle off with but does eventually change his pattern after taking a certain amount of damage. Cerberus will start with a physical attack that is quite powerful. Having Protect on your characters might help but it also might cause a problem for reasons explained better in a moment. Cerberus' other primary attack is the Tornado spell, the best thing you can do is before the battle, refine as many Aero spells as you can (or better yet, Tornado spells if possible) and junction them to everyone's Elem-Def. This goes on for a few thousands damage, then once Cerberus has been hit for enough, he will cast Triple on himself. There are a few things you can do here. First of all understand that Triple is a spell that allows the caster to use not one, not two, but three magic spells in a single cast. Your first inclination might be to cast Reflect on your party using the Carbuncle Guardian Force or something of that sort. Doing so however will make Cerberus cast Dispel three times to remove your Reflect status. This has its benefits though, first, it wastes one of his turns. Secondly when he triple-casts the Dispel spell, it doesn't hit each one of your party members, it just gets used on three characters randomly so technically it could hit the same person

three times causing him to use it again next turn or live with the fact that you can Reflect his magic. This is also what I meant about problems with Protect, Dispel will just take that off your party as well. Another option is for you to cast your own Dispel magic, since Triple is a magic state, Dispel will remove the Triple status from Cerberus causing him to cast it once again. Using these tactics you should be able to keep him busy and occupied while you attack. Cerberus will pretty much always have less than 10,000 hit points, regardless of level, which isn't very much at all. Use physical attacks to shave off his health throughout the battle. If you need to summon Guardian Forces, be sure not to summon Pandemona and be doubly sure not to summon Quezacotl, he is immune to and absorbs their damage respectively. Lastly I'll just outline what I did to win this battle personally. I took off all Guardian Forces from my characters and put them all on Squall, then I junctioned Cura to his hit points and Curaga to his vitality so that he had a fair bit of life and physical attacks would be severely weakened. Next I junctioned Aero to his Elem-Def. For abilities he had Str+20%, Str+40% and Mug. When the battle begins I cast Haste on Squall then attack about three times before the Spd-J Scroll is stolen. That scroll allows a Guardian Force to learn the ability to junction magic to speed, one of the most important stats you can improve. After this Cerberus was able to knock down Squall's hit points to a critical level. A single Renzokuken, with only his second level weapon and 100 Waters junctioned to strength was able to eliminate Cerberus with one use, it's an effective tactic.

- Take the lower left door and go left to get the Card Key 3
- Head up from Cerberus and climb the stairs to the third floor elevator

BOSS	Level: 25	Hit Points: 8500/8500
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000EO)
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....High	Poison...Weak	
Evasion.....Low	Wind.....N/A	Holy (N/A)

As usual, Seifer is all talk and no... walk. The point is that he pretty much relies on his physical sword attack for the entire battle, which isn't exactly weak, dealing three to four hundred damage each time, but it's so easy to just cast a cure spell and heal yourself from it. Seifer's only other attack is Fira, which is even weaker than his physical attack. Seifer also happens to be too stupid to know the difference between a Reflecting character and a normal character. This with one single use of Carbuncle, he will spend half the battle casting Fira on himself, and he's perfectly happy to do it over and over again. Unfortunately this can't just be a simple no-nonsense fight, there of course has to be something that at least gives it some challenge, and in this case, it just so happens that there is. After losing about three quarters of his life, Seifer will get angry at Squall and use the Demon Slice. Unlike his other attacks, this one is daggerous, it will hit Squall for more than 1000 damage, and he doesn't just use it once. After he uses it the first time, he will randomly use it again after that point meaning you need to go on an all out offensive to make sure he never gets that chance. In order to maintain his... being alive... Seifer will start to use Hi-Potions every turn near the end of the battle, meaning you aren't even going to be attacked anymore, but if you can deal more than 1000 damage per round then you've got a problem. Use limit breaks or magic or whatever it takes to bring him down. Remember you probably just

| got the Cerberus Guardian Force, use it on your party to put them in the
| Triple status, then Triple cast some powerful magic on Seifer.

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- Save your game and go down a floor to the walkway above the front hall

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BOSS (Female)	Level: 25	Hit Points: 12,500/12,500
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Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	(000EP)
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth...N/A	
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind....N/A	Holy (N/A)

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BOSS (Male)	Level: 25	Hit Points: 6000/6000
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Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....High	Earth...N/A	
Spirit.....High	Poison...Weak	
Evasion.....Low	Wind....N/A	Holy (N/A)

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| While Edea is present when the fight begins, she will not do anything,
| nor can you actually attack her, instead you must focus on Seifer. There
| are subtle differences between this fight and the last one, but mostly in
| your favour. Seifer's physical attack seems to be weakened a bit, he
| has less hit points and he won't use the Demon Slice attack. Also the
| item you can Mug from him has changed, you can now grab a Hero which is
| a very important type of item you'll want to have later in the game that
| temporarily makes a character invulnerable to attack. Once Seifer has
| been defeated, the battle against Edea will officially begin. Before you
| do anything, and I mean anything, use the draw command and take the
| Alexander Guardian Force from her inventory. DRAW THE ALEXANDER GF,
| DO NOT FORGET. There you go. As for attacks, the Sorceress has many of
| them, and powerful ones at that. First of all her Maelstrom hits all of
| your party members and takes away half of their current hit points, but at
| least it can't kill them. It also inflicts a status ailment on them
| which I beleive is the Cursed status that does not allow you to use
| limit breaks, it can be cured with Esuna magic which fortunately can
| be drawn right from Edea. Edea also likes to cast Silence on most members
| of your party to prevent them from using magic. Since these people would
| be unable to use Esuna on themselves, you'll have to either hope that you
| have other party members who are not silenced, or that you have items you
| can use to get rid of it (Echo Screen or Remedy will do the trick). When
| if comes to damaging your party Edea will use the powerful Blizzaga
| spell over and over again. Lastly, and most dangerously, Edea has the
| ability to use Death magic, With a single cast she will kill off one of
| your party members. Having the Full-Life spell in your stock is a good
| thing for this battle, although prevention is the best form of treatment.
| Junctioning the Death spell yourself to your ST-Def will totally
| eliminate all danger from that spell. If you don't have death, note that
| junctioning Life and Full-Life to your ST-Def will also increase your
| resistance to death, perhaps not 100%, but it will certainly help. With
| all this though, Edea is not without her weaknesses, and the ones she does
| have are quite pathetic. First, Edea likes to cast Dispel magic on your
| party which is why it's hard to Reflect her Blizzaga spells. The thing is
| though, if you're not even trying to use Reflect at all, she will still

spend time casing Dispel on your party for no apparent reason, the spell just misses and she wastes her turn. Worst of all for Edea is that she is susceptible to the Sleep spell. If you have 100 Sleeps junctioned to your ST-Atk, you can in theory just attack her over and over again, ending the battle without even giving her a turn. With an easy-to-exploit weakness like this you shouldn't have any problems. She has no immunities so all magic is equally effective, just don't forget to draw Alexander!

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- That's the end of the second disc
 - Pilot Balamb Garden to the orphanage on the West side of the South continent
 - Battle the red dragon for fun then for real

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BOSS	Level: 17	Hit Points: 10,644/10,644
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Hit Points....Very High	Fire.....Absorbs	
Strength.....Moderate	Ice.....Weak	(000EQ)
Intelligence..High	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....Moderate	Earth...N/A	
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind.....Absorbs	Holy (Weak)

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While technically not a boss, it is a difficult enemy that could use some strategic planning. First of all, as you can see from the elemental chart, you're definitely going to want to shy away from Guardian Forces like Ifrit and Pandemona since they will heal the Ruby Dragon, the same applies for pretty much any attack of those elements. The Ruby Dragon has two main attacks that it uses, those attacks are a claw slice that deals about 400 physical damage. The other is the Fira spell, you don't want to Reflect that or anything though since it will heal the Ruby Dragon. The thing to do is to just junction a bunch of Fire magic to your Elem-Def before the battle starts so that it doesn't really hurt you at all. Keep in mind that Laguna's limit is very powerful and you've got that great new Guardian Force, Alexander, that you can summon which deals Holy damage and exploits the dragon's weakness. One final effective tactic is to summon Cerberus and Triple cast Blizzaga to exploit his weakness and deal massive damage.

- o-----o-----o-----o
- Speak to Edea at the Orphanage
 - Find the White Seed ship among the islands on the South continent
 - Speak to the people here then go down and talk to the leader
 - Pilot Balamb Garden to Fishermans Horizon then walk to Esthar
 - Enter the Great Salt Lake at the end of the tracks

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BOSS	Level: 26	Hit Points: 14,010/14,010
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Hit Points....Very High	Fire.....Weak	
Strength.....High	Ice.....N/A	(000ER)
Intelligence..Very High	Thunder..N/A	
Dexterity.....Moderate	Water...N/A	
Defense.....Moderate	Earth...N/A	
Spirit.....Moderate	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (Weak)

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Abadon is both a very easy boss and a very hard boss at the same time. Your characters give you a tip automatically at the beginning of the that makes an easy victory so obvious that there is little need for a guide at all. Abadon has two attacks, both physical, so Protect helps you quite a bit during this fight. His first attack and most common one deals about 700 damage to a single character. His second deals about

1400 damage but also inflicts also Cursed status ailment. After a few attacks, Abadon will stand on his hind legs and change his attack pattern. During this time Abadon is invulnerable to physical attacks, well almost invulnerable. Most physical attacks deal less than 30 damage. In this state Abadon will drop his two physical attacks in favour of two new spells, Confuse and Blind. The latter isn't too dangerous but the former can really turn your party against each other, before battle you may want to junction of lot of the Confuse spell to your ST-Def. When it comes to fighting the boss it gets quite easy. Both his fire and holy weaknesses can be exploited with the Ifrit and Alexander Guardian Forces but there are much better ways. If someone has Curaga magic then cast it on the boss for massive damage, With the item command, use an X-Potion or an Elixir to deal 9999 damage, with a Phoenix Down or a Mega-Phoenix you can instantly kill the boss in a single hit. With the Recover ability you can deal 9999 damage easily, with the Revive ability you can kill the boss in one hit. Get the idea? It's quite simple.

O-----O

- Climb the invisible ladder and up toward Esthar
- As Laguna speak to all the people here
- Go upstairs and speak to Odine then leave
- Head back in and go down the elevator, follow Odine outside to the lab
- As Squall again leave Esthar and head for the Lunar Gate
- As Zell head for the upper walkway and get on the Lunatic Pandora
- Take the left elevator down and follow the path
- On the Lunar Base set Rinoa down and go upstairs to find the girl
- Take her down to the control room
- Leave the control room and go back to Rinoa
- Follow Rinoa up to the control room then out of the station
- Back inside again head for the control room and onto the escape pod
- When you arrive of the Ragnarok go around and fight the enemies in pairs

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BOSS	Level: 22	Hit Points: 3200/3200
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Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000ES)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Moderate	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (N/A)

-----O-----O-----

The Propagator really only has three attacks. First and most common is a single physical attack for about 700 damage without any massive Vitality junctions. Assuming you feel like using the time for it, casting the Protect (and Shell) spells will seriously increase your chances of victory. The Propagator's second attack is the Thundaga spell, junction Thundaga to your Elem-Def to either negate or absorbs the damage from this, no problem. Lastly the Propagator likes to use negative status ailments. Silence and Blind are the two it chooses. Ironically both of these spells work on the Propagator as well, while Silenced it cannot cast Thundaga, Silence or Blind, and when under the Darkness status, it can barely attack. This will leave you free to do whatever you want, but its HP total is quite low, by now you should have a powerful spell like Quake or Tornado junctioned to Squall's strength, and with that you will be able to take out all the Propagators without much of a hassle.

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- When all of them are defeated go to the bridge and pilot the ship back
- Do any sidequests you wish to do at this point

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BOSS	Level:20	Hit Points: 7000/7000
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Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	(000ET)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....High	Earth...N/A	
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind....N/A	Holy (N/A)
-----O-----O-----		

The great thing about this boss... is that he doesn't ever attack! You cannot lose! Well, except for the time limit, that makes things rather dangerous. Obviously you're going to want to avoid anything that takes a fair bit of time, usually that means avoiding Guardian Forces, which is probably a good idea for this battle. If I were you I would fly over to the huge desert where you will fight the Abyss Worm enemy. The Abyss Worm randomly drops Windmills, which are most likely Mug-able too, which can be turned into the Tornado spell with Quezacotl's T Mag-RF. Junction one hundred Tornado spells to Squall's strength and you'll really be in business for this battle. Like I implied, the best bet for winning is just using physical attacks, obviously the more time you had when you began the battle, the better your chances will be. You will find the Triple spell in Odin's inventory, not only is this one of the best spells in the game to junction to strength, it IS the best spell in the game to junction to speed, which is very very important. Get lots of Triples! Not only that, if you're looking to use magic as well as physical attacks, you can draw-cast the Triple spell from Odin onto your characters (or just summon Cerberus, that might be easier, but takes longer.) Really the only other thing you need to know is that he carries a Luk-J Scroll which you can Mug, the scroll is extremely rare, so try and grab it here.

O=====O=====O=====O		
BOSS	Level: 20	Hit Points: 50,000/50,000
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	(000EU)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....High	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	Holy (N/A)
-----O-----O-----		

If you thought the Tonberrys were difficult, you're not going to want to face off against this guy, that's for sure. Not only is the Tonberry King's HP total through the roof, his attack powereasily matches it. Tonberry King's normal attack will really hurt you, but the big damage comes from the Junk attack where all sorts of crap just falls down on your head. Both of these attacks can be reduced in damage if you have your party under the Protect status. Most of your support doesn't actually have to come out of your magic inventory since the Tonberry King is filled to the brim with helpful spells like Full-Life if you need to use them, maybe if you're strong enough you can even try to stock up on them too! When it comes to damaging the Tonberry King things get difficult. Obviously the Kamikaze method isn't as helpful since it isn't a one hit kill and you just lose the character, perhaps when you know the king is getting close to death you might want to use it provided you don't mind that character not getting any AP. Gravity too, is ineffective here. The Tonberry King is immune to it. Damage will have to come in the form of powerful Guardian Forces, physical attacks, or my personal favourite, limit breaks. By this point in the game you should have access to at least some Aura magic which makes it so your characters can use their limit breaks even if they have 9999 HP. If you do not have Aura magic

battle. Anyway, with all that out of the way, really the only thing you are going to be paying attention to during the entire battle is the Light Pillar, it is very very annoying, as is the sound it makes. As for your party, there are three primary spells you're going to want to bring into this battle, Full-Life, Aura and Meltdown. Meltdown is one of the best spells in the entire game, the actual damage it deals is pathetic but that's not the point. It inflicts a special status that reduces the enemy's defense to zero, even bosses! After casting Meltdown you can tell if it worked if the boss turns a bright purple, that means it worked. After this the damage from all your physical attacks should increase dramatically. Cast Aura on Squall or get him down to low HP and he can probably take this boss down with a single Renzokuken, perhaps two depending on his weapon and magic junctioned. Don't bother with Mug, all he has is a crappy Three Stars. If you can get control of the battle to the point where you're just using the Revive ability to keep up without really risking yourself, I highly recommend drawing 100 of the Ultima spell, it's the best junctioning magic overall in the entire game, and you can really stock up on it here if you try.

- Pilot the Ragnarok to the Lunatic Pandora

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BOSS (Female)	Level: 18	Hit Points: 10,400/10,400
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Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000EY)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind....N/A	Holy (N/A)

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BOSS (Male)	Level: 26	Hit Points: 15,400/15,400
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Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	
Intelligence..Low	Thunder..Absorbs	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind....N/A	Holy (N/A)

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Yet another battle against these two, some things never change, and two of those things happen to be their basic attacks and susceptibility to status attacks. Raijin focuses mainly on physical attacks like usual, it is Fujin who has changed quite a bit, she now has two powerful attacks. The first of the two is the ability to knock a single character down to one hit point. Draw-cast Curaga after this happens to stay alive. The second is the powerful Meteor spell which hits a fair number of times for low damage. Kill Fujin first since she likely has lower HP anyway, then use whatever remaining power you have left to eliminate Raijin. Not a lot has changed since the previous battle so whatever strategies worked then likely still work now. Just remember to hit with status effects and your most powerful physical attacks, neither of them will last very long

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BOSS (Main)	Level: 18	Hit Points: 35,400/35,400
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Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	(000EZ)
Intelligence..Moderate	Thunder..Weak	
Dexterity.....Low	Water....N/A	

Defense.....Low	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (N/A)
=====+		
BOSS (Probe)	Level: 26	Hit Points: 7600/7600
=====+		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Moderate	Thunder..Weak	
Dexterity.....Low	Water....N/A	
Defense.....Very High	Earth....Immune	
Spirit.....Very High	Poison...N/A	
Evasion.....High	Wind.....N/A	Holy (N/A)
=====+		
BOSS (Probe)	Level: 26	Hit Points: 7600/7600
=====+		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Moderate	Thunder..Weak	
Dexterity.....Low	Water....N/A	
Defense.....Very High	Earth....Immune	
Spirit.....Very High	Poison...N/A	
Evasion.....High	Wind.....N/A	Holy (N/A)
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<p>There are three parts to this boss, the main core along with a left and a right probe that serve as the boss' shoulders. The probes can attach and come off at will, depending on whether they are attached or not the boss' attack pattern will change. The battle starts with the two probes attacked. In this state the boss can do little more than two things, a normal physical attack and another attack called Dual Homing Laser which deals moderate damage (less than 1000) to a single member but it's only a counterattack so you won't be seeing it if you aren't attacking. After awhile when the boss decides to let go of the probes, it usually launches the Corona attack at this point which can be extremely devastating. Corona hits every member of your party and automatically drops their HP down to one. During the time the boss is in this state basically all that will happen is the two probes will use physical attacks for very low amounts of damage. Before going back into the normal state again, the boss likes to use the Medigo Flame which hits your party for more than 1500 damage each person in your party. To defeat the boss quickly, ignore the probes all the time, their defense is through the roof anyway. What you want to do is junction a good magic spell to Squall's strength, then junction 100 of the Thundaga spell to his elemental attack so you can exploit the boss' weakness. Hopefully at this point you will be able to deal 9999 in a single hit, perhaps not but at least it will be enough to take him out. As a backup always have Quezacotl ready to summon, it will come in handy here.</p>		
O=====O=====O=====		
BOSS	Level: 26	Hit Points: 21,200/21,200
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Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000P1)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....High	Earth....N/A	
Spirit.....High	Poison...Weak	
Evasion.....Low	Wind.....N/A	Holy (N/A)
-----o-----o-----		
<p>If you've got Odin already, then you'll be treated to a little scene at the beginning of the battle. Now it's time to take on Seifer yourself.</p>		

This battle isn't actually meant to be that difficult, basically it's just a battle of physical brawn, and you should be the victor. Your attacks won't be as powerful as normal due to his high physical defense, but if you were to junction Bio to your Elem-Atk I can only imagine it would really help out. Again, Seifer just chops you up with his sword for mediocre damage, with Leviathan's recover ability and perhaps one or two Vit+20%/40%/60% abilities and Curaga junctioned to Vit, you're next to invincible. When you're dealt enough damage, and if you saw the Odin scene at the beginning, there's another scene at the end of battle.

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BOSS (Evil)	Level: 21	Hit Points: ?????/?????
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=====O=====O=====O=====O=====O

Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000P2)
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Moderate	Water...N/A	
Defense.....Moderate	Earth...N/A	
Spirit.....Moderate	Poison...N/A	
Evasion.....Very Low	Wind.....Weak	Holy (Absorbs)

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BOSS (Not Evil)	Level: 31	Hit Points: 7581/7581
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Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....Low	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (N/A)

-----O-----O-----O-----O-----O-----

You finally get to do battle with the evil tyrannous ruler of Esthar in the days of old. There's a twist to this battle however, there are two enemies and one of them is Rinoa. If Rinoa is killed during the course of this battle then the game is over. You need to focus only on Adel while keeping Rinoa alive. This becomes somewhat difficult because Adel will absorb some HP from Rinoa prior to every one of her attacks. For this reason it's important to have Leviathan's Recover ability handy or anything similar to that because you need to heal Rinoa quite often. Adel has three main attacks. The two weaker spells are Flare and Energy Bomber, these will deal around 800 damage to a single character. Far more powerful is the Meteor spell which as you are probably already aware of hits randomly and deals a moderate amount of damage. Assuming you can just keep healing Rinoa and yourself between this you should be okay. In fact the best thing to do is just draw-cast the Regen spell from Rinoa, on Rinoa. This should keep her gaining HP just about fast enough to negate all the drain. After awhile Adel will start charging magical energy and skip a few of her turns. This is a great time to really go on the offensive and try to end the battle, because after she's done charging she'll let off the Ultima spell. It's not the most devastating thing you've ever faced but it will deal around 2000 damage to your entire party so if you aren't prepped for it then it could easily end the battle. When it comes to damaging Adel, you can't really use Guardian Forces at all since they target all enemies, which at this point still includes Rinoa. Obviously physical attacks are preferable. Limit breaks are iffy depending on who is using them. I did not come across this particular circumstance, but I imagine that if Squall ended his Renzokuken with a finishing move like Blasting Zone, it could possibly spell the end of Rinoa, be careful with things like that. Adel has a weakness to Wind so perhaps junctioning Tornado to your Elem-Atk before battle would be a

| good idea here. Before the battle is over try to Mug the Samantha Soul
| item from Adel. Also note that it is indeed possibly to mug from Rinoa,
| she's holding a number of Megalixir items, so if you want them...
O-----O
- Pass through time as it compresses
- Enter the Sorceress' huge enormous castle
- Split into two parties and defeat all the bosses to unseal your abilities
O=====O=====O=====O

BOSS (Phase Two)	Level: ??	Hit Points: ?????/?????	
O=====O=====O=====O			
Hit Points....Very High	Fire.....N/A		
Strength.....Low	Ice.....N/A	(000P3)	
Intelligence..Low	Thunder..N/A		
Dexterity.....Low	Water....N/A		
Defense.....Low	Earth....N/A		
Spirit.....Low	Poison...N/A		
Evasion.....Low	Wind.....N/A	Holy (Weak)	

BOSS (Phase One)	Level: ??	Hit Points: ?????/?????	
=====+			
Hit Points....Very High	Fire.....N/A		
Strength.....Low	Ice.....N/A		
Intelligence..Low	Thunder..N/A		
Dexterity.....Low	Water....N/A		
Defense.....Low	Earth....N/A		
Spirit.....Low	Poison...N/A		
Evasion.....Low	Wind.....N/A	Holy (Weak)	

-----O-----O-----
| This will be your initial fight without any abilities at all so obviously
| they don't make it very hard. Sphinxara only really uses three attacks,
| those are the three primary spells Firaga, Thundaga and Blizzaga. While
| you don't have any abilities, you can still junction magic and have the
| effects apply in battle, meaning that if you junction one hundred Firagas,
| Thundagas, and Blizzagas you'll be practically invincible. The same
| applies to junctioning just the Flare spell to your Elem-Def. After the
| boss has taken a certain amount of damage it will drop its mask and
| change attack patterns. A new ability called Magic Summon allows the
| boss to summon a single enemy into the battle to fight with it. It seems
| like every time you kill the enemy the boss will just summon a stronger
| one, so ignore the enemy and focus and the Sphinx. The only other thing
| you need to worry about in this form is the Doom spell which will put a
| timer above your character's head and count down until they eventually
| die. Obviously you don't have a lot of options in this battle... attack!
| Or perhaps the only other choice would be... Mug! Either way you're just
| smashing the boss over and over again with your weapon, simply junctioning
| a decent spell to your strength is all you need to get through this fight.
O=====O=====O=====O

BOSS	Level: 21	Hit Points: 10,400/10,400	
O=====O=====O=====O			
Hit Points....High	Fire.....Weak?		
Strength.....Low	Ice.....Weak?	(000P4)	
Intelligence..Low	Thunder..Absorbs		
Dexterity.....Low	Water....N/A		
Defense.....Low	Earth....Immune		
Spirit.....Low	Poison...N/A		
Evasion.....Low	Wind.....N/A	Holy (N/A)	

-----O-----O-----
| Just as its description says, the Tri-Point has a shifting elemental
| weakness between fire and ice. The easiest way to exploit this is not
| to exploit it at all, Tri-Point's HP total is so low that all you really

need are non-elemental physical attacks anyway. Tri-Point has three basic attacks, a normal physical attack so weak that it will make you say "Damn... that's weak." The next is even more pathetic, not only will Tri-Point Scan one of your characters, after a couple of turns it might just Scan that same character again. To balance this weakness Tri-Point has a very powerful attack called Onrush capable of dealing over 2000 damage to a single person. As for attacking Tri-Point, like I said, physical attacks work great but there's something you have to watch out for. Make sure your whole party is junctioned to the maximum with Thunder elemental magic. Tri-Point will counter every single attack with the Mega-Spark which hits everyone in your party for about 3000 thunder elemental damage, you can see why you would want to protect against it.

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BOSS	Level: 14	Hit Points: 7800/7800
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O=====O=====O=====O

Hit Points....Very High	Fire.....N/A	
Strength.....High	Ice.....Immune	(000P5)
Intelligence..High	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....High	Earth....Immune	
Spirit.....Very Low	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	

-----O-----O-----

Krysta is a large crystalline entity with an enormous resistance to physical attacks, so much so that they are almost ineffective. Krysta's only real attack, at least the only one that I saw, is a very weak physical claw attack. The way Krysta really kills your party is in the counterattack which deals 1000 damage or so to a single character and the counterattack occurs every single time Krysta takes damage without fail, even with magic. The one exception is that when you summon a Guardian Force, Krysta will not counterattack. Consider that summoning a GF will get you through physical defense and avoid counterattack, it's certainly a good way to defeat this boss. I avoid saying the best way, because it isn't. Krysta's HP total is low compared to most bosses, you should still have at least one character with a strong physical attack since you needed it at least for the first boss. Simply cast the Meltdown spell on Krysta to reduce its defense to 0, and smash the thing. Be sure you keep a decent amount of HP with your party, once defeated Krysta will always end the battle with the Ultima spell, which will hit your entire party for about 2000 and can end the game even though you won.

O=====O=====O=====O

BOSS (Main)	Level: 10	Hit points: 10,125/10,125
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Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	(000P6)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Very High	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....Weak	Holy (N/A)

=====+=====+=====

BOSS (Drone)	Level: 10	Hit Points: 1150/1150
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Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....Weak	Holy (N/A)

Similar to Krysta, Trauma has an incredibly high physical defense stat. Like the other boss it may be a good idea to cast the Meltdown spell and reduce his defense down to the bare minimum. Two great ways to win this battle are either boosting and summoning the Pandemona Guardian Force which will exploit his weakness to wind magic, or simply junctioning Tornado to your Elem-Atk (requires casting Meldown of course, unless your attack is high enough so that it just doesn't matter. Trauma has a couple attacks of his own, a physical attack that isn't even worth mentioning due to its weakness, and another attack called the Mega Pulse Cannon which is no pushover. The Mega Pulse Cannon doesn't quite live up to its name, but you'll be facing about 1000-1500 damage each time it connects. To try and balance out the numbers, Trauma likes to use its special abilities and create little drones for itself called Dromas. These are pretty much just copies of Trauma with the same attacks that deal about a quarter as much damage (and the name of the Mega Pulse Cannon changes to the Mini Pulse Cannon). They can be taken out with little effort and that's about all there is to the battle.

BOSS	Level: 10	Hit Points: 30,000/30,000
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Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000P7)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....Very High	Earth...N/A	
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind....N/A	Holy (N/A)

Once again you're facing off against a boss with a sky high physical defense stat, I doubt I have to tell you the importance of either casting the Meltdown spell or summoning the Doomtrain Guardian Force, both have the same effect. Actually I recommend Doomtrain specifically here because the boss is vulnerable to the Darkness status ailment and since he relies mostly on physical attacks this will really help you out in the battle. His physical attacks aren't too much to worry about. The normal attack and the Gigantic Sword attack deal approximately the same amount of damage, the difference is that the Gigantic Sword attack hits your entire party. When in the Darkness status, the Red Giant can barely hit you anyway, so pick away at him with attacks and magic spells.

Gargantua	Level: 14	Hit Points: 11,400/11,400
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Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	(000P8)
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....Very High	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	Holy (N/A)

Vysage	Level: 12	Hit Points: 3576/3576
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Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....Low	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	Holy (Weak)

=====+=====+=====		
Lefty	Level: 12	Hit Points: 2184/2184
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Very Low	Ice.....N/A	
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....Very Low	Earth...N/A	
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (Weak)

=====+=====+=====		
Righty	Level: 12	Hit Points: 2184/2184
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....High	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (Weak)

-----O-----O-----

This battle starts out as just a fight against a normal Vysage, the same kind you would fight anywhere else. After defeating the three parts of the Vysage the true boss appears, the full form of the Vysage, the Gargantua. Gargantua can be pretty nasty, causing both the Curse and Berserk status effects on any members of your party. It will probably be a good idea to junction Esuna to your St-Def and other such spells that protect you from various different ailments. It will come as no surprise that once again this boss' defense power is quite high. Use Meltdown or Doomtrain and then start attacking, but note that the boss will almost always counterattack with the Counter Twist dealing over 1000 damage to whoever attacked. When not counterattacking the Gargantua is likely using the Evil-Eye which can deal damage as well as inflict curse. The fight can get nasty so have people ready with Siren's special ability Treatment, hopefully you've unlocked their use by now.

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BOSS	Level: 21	Hit Points: 20,500/20,500
O=====O=====O=====O		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	(000P9)
Intelligence..High	Thunder..Absorbs	
Dexterity.....Low	Water...Weak	
Defense.....Low	Earth...Weak	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	Holy (N/A)

-----O-----O-----

Catoblepas is no pushover like some of the other bosses have been to be honest, but there are ways to make this battle manageable and even easy to an extent. To make it easy all you have to do is junction 100 of the Thundaga spell to your Elem-Def. You might even want to junction some more Thunder magic to simplify things further. Catoblepas' most common attack by far is the Thundaga spell, and if you're gaining HP each time it is being cast then you really have an advantage here. Things that will still deal damage are the boss' weak normal attack and the rather aptly named "Deadly Horn" which can easily do more than 1000 damage to a single party member. The most powerful attack that Catoblepas will use is the summon spell which is somewhat similar to Quezacotl, the good news is that it is indeed thunder elemental so you'll be healed close to 2000 HP if you've maxed out your thunder Elem-Def. For damaging the boss you can pretty much relax since you'll be healed

so often and just focus on physical attacks each turn. Things that exploit his weakness like junctioning the Water/Quake spell to your Elem-Atk or summoning Leviathan are always a good idea. Assuming you are able to reach a state where the amount the boss heals you roughly equals the amount of damage you take, so that you can just stand around, then there's one other thing you will definitely want to do. Sit there and draw-draw-draw until you have 100 of the Meteor spell, well worth it. Not only is the magic strong but its the second best overall junctioning spell in the game. The last thing to note of course is that Catoblepas will use Meteor himself before dying after you're dealt the finishing blow, son't let your HP dip before killing the boss or you'll be sorry.

O=====O=====O=====O		
BOSS	Level: 31	Hit Points: 57,200/57,200
O=====O=====O=====O		
Hit Points....Very High	Fire.....Strong	
Strength.....High	Ice.....N/A	(000PA)
Intelligence..High	Thunder..Strong	
Dexterity.....Low	Water....N/A	
Defense.....High	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....Immune	Holy (N/A)

-----O-----O-----

The Tiamat only has one single attack, its Dark Flare. Tiamat can't just cast Dark Flare every single turn, instead it wastes most of its turns charging up the Dark Flare attack, during this time you're free to attack the boss all you want without risking yourself at all. Each turn Tiamat will charge the attack by adding another letter to the Dark Flare until he actually uses it. Each of these can be considered an attack so let's take a look at how they affect your party. The "D" attack is quite weak, as is the "Da" attack that usually follows. "Dar" is equally as weak as its two predecessors. After "Dar" Tiamat will use an attack that just comes out of nowhere, the "Dark F" attack will catch most players by surprise who expected to see only a single letter added. Following this the new trend continues with the "Dark Fla" attack which still isn't very strong. Tiamat then breaks the cycle of weak no-damage attacks with its "Dark Flare." Dark Flare can deal anywhere from 2000-4000 damage to your entire party but here's the deal. I'm not quite sure what element the attack is, but it's either fire, ice or thunder because for me Squall was immune to ech one of them, each time Tiamat use Dark Flare Squall would be healed for over 3000 HP making the battle physically impossible to lose short of attacking yourself. Given this fact you can pretty much guarantee a win, with that take your time to draw any magic spells you want and finish off Tiamat with physicals.

O=====O=====O=====O		
BOSS	Level: 100	Hit Points: 1,000,000 (Approx)
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Hit Points....Very High	Fire.....Absorbs	
Strength.....Very High	Ice.....Absorbs	(000PB)
Intelligence..Very High	Thunder..Absorbs	
Dexterity.....Moderate	Water....Absorbs	
Defense.....Very High	Earth....Absorbs	
Spirit.....Very High	Poison...Absorbs	
Evasion.....Low	Wind.....Absorbs	Holy (Absorbs)

-----O-----O-----

Welcome to the battle against the boss that is super-ultra-mega hard but certainly NOT impossible to defeat. There are so many things you have to do in this battle I don't know where to start, I imagine it would be best to start with things to prepare before you actually start the battle itself. Here's what you're going to need before going into battle starting basically with the most important, Squall's Lionheart weapon.

With the Lionheart weapon Squall is capable of using the Lionheart limit break after Renzokuken which will bring his damage up past the 100,000 mark, very very important. To get the Lionheart you'll need Pulse Ammo which can be refined through Ammo-RF with Energy Crystals I believe can be obtained (Rare Item dropped) from Red Dragons which are at a high level. Laser Cannons (dropped by Mobile Type 8) will also refine into Pulse Ammo. Next we have the other massive damage dealer in this battle, the Eden Guardian Force. You'll need Eden to be as high a level as possible. SumMag+10%/SumMag+20%/SumMag+30%/SumMag+40% are all a must as is the Boost ability. (Just in case you still don't have a clue how, since I've heard people who don't know Boost actually does something and the game manual isn't clear, you boost Guardian Forces by holding select and tapping square.) Eden can easily be boosted to 255% since it takes so long to cast. Junction Eden on anyone but Squall since like I said, his limit break is by far the most important. Next, if you're at level 100 or any other level divisible by five for any of your characters they will need 100 of the Death spell junctioned to their St-Def since Omega Weapon will cast LV5 Death during the battle. Furthermore you'll need plenty of Aura magic most importantly, at least a couple Meldown spells (or Doomtrain, but keep in mind that heals Omega, not a big deal if you use it early.) Squall should have 100 Ultima spells junctioned to strength, or a weaker spell as long as his str stat is 255, junction abilities like Str+60% if need be. As many people as possible should have 100 Triples junctioned to speed as well. Finally it's a very good idea to use a Phoenix Pinion in a fight before the battle if you haven't already. Using a Phoenix Pinion will summon a Phoenix which revives your whole party. In battles after that the Phoenix will randomly appear when everyone in your party dies giving you at least some chance to make a comeback if you happen to get game over. Now there's something else that is rather important. Omega Weapon has abilities that will totally annihilate your party no matter what you do, for this reason you need to bring any of the following items you have into battle: Hero-trial, Hero, Holy War-trial, Holy War. These items have the ability to make either one character or an entire party invincible temporarily. For those of you who are totally bent on leaving your card stock in tact, you're going to be in a lot of trouble. There are the two Hero items you should have stolen from the battle with Seifer and perhaps some Hero-trials refined but beyond that, you'll have to hope the timing of these items will correspond with Omega's most powerful spells. The smart thing to do of course is realize you're trying to beat Omega any way you can, there's no one to play cards with anyway in the Time Compressed world, and refine the Laguna card into 100 Heroes and the Gilgamesh card into 10 Holy Wars. Now you're getting somewhere. (Laguna card is won from playing against Ellone and Gilgamesh is won from doing the CC Group sidequest.) Lastly of course, the usual suspects you should bring into the battle by common sense anyway: Revive ability, Recover ability, Auto-Haste ability, Full-Life spell and Curaga spell. Now it's time to enter the battle. Begin the fight by doing exactly the following: have your first character cast the Meldown spell on Mega Weapon, repeat this if the "defense equals zero" status does not connect. Have the next person cast the Aura spell on Squall and the last person use a Holy-War item to make your entire party invincible. Next turn whoever has Eden junctioned should summon it, preferably with 1000 compatibility (compatibility is raised in battle by summoning the Guardian Force often, or using a LuvLuv G item, refine a bunch of them from the Chubby Chocobo card.) Squall should definitely use Renzokuken on his next turn since you casted Aura on him, then hope and pray he ends it with Lionheart. Note that you cannot cast Aura on someone under the effect of Hero or Holy-War so you need to wait till it wears off, cast Aura on Squall and use another Holy-War. Omega Weapon's attacks are brutal of course. His physical deals thousands of damage to

| someone. He can cast both Meteor and Ultima magic spells. By far the
| most dangerous spell is the tetra Blast or whatever it's called, it hits
| your entire party for about 4000 damage like ten of fifteen times,
| not possible to survive which is why you need those Heroes and Holy Wars.
| That's the basic strategy, you get the idea, it's putting it into practice
| that's difficult, something always seems to pop up right when things are
| looking good, there is a small element of luck, hope it's on your side...
|

o-----o
- Make your way up to the top and save before the final door

O=====O=====O=====O

BOSS	Level: 16	Hit Points: 13,600/13,600	
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Hit Points....Very High	Fire.....N/A		
Strength.....High	Ice.....N/A	(000PC)	
Intelligence..Very High	Thunder..N/A		
Dexterity....High	Water...N/A		
Defense.....High	Earth...N/A		
Spirit.....High	Poison...Weak		
Evasion.....Very Low	Wind....N/A	Holy (Immune)	

-----o-----o-----
| Ultimecia starts the first battle by randomly choosing between your six
| party members who to face. Each time one of them is killed they are
| "Absorbed into time" and another person replaces them meaning that if
| you have a main party you wish to use, simply let her kill off those
| background characters and eventually your main party will come into play
| though it does give you a chance to take part in the battle with all
| six of your party members, take advantage of that. Ultimecia attacks with
| nothing but magic spells, being a Sorceress after all, but this does give
| you one advantage. Spells like Thundaga, Tornado, Holy, Quake and all
| that, that deal elemental damage. You can junction magic to your Elem-
| Def so you are not only immune to them but perhaps healed by them. If you
| happen to have 100 Ultimas in your inventory, try junctioning them to
| your Elem-Def to boost your immunity to 100% for all elements and making at
| least one character virtually invincible for this battle. For damage
| must use whatever offensive means have worked thus far, personally I like
| Aura magic and limit breaks but if you want to blast her with Eden, go
| ahead. Doomtrain will exploit her weakness but stay away from Alexander.
|

O=====O=====O=====O

BOSS	Level: 25	Hit Points: ?????/?????	
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Hit Points....Very High	Fire.....N/A		
Strength.....Moderate	Ice.....N/A	(000PD)	
Intelligence..Moderate	Thunder..N/A		
Dexterity....High	Water...N/A		
Defense.....Moderate	Earth...Weak		
Spirit.....Low	Poison...N/A		
Evasion.....Low	Wind....Weak	Holy (Weak)	

-----o-----o-----
| Griever is the Guardian Force in Squall's mind that has now taken form.
| This boss has some nasty attacks like Doom which will put a death timer
| on your party's head. Other than that actually his attacks are almost
| impossible to predict for one reason, he uses yours! Griever has the
| ability to draw-cast on your own team members meaning that he will pretty
| much randomly use magic from your inventory, so obviously if you keep
| a lot of crappy magic lying around in your stock this battle will probably
| be a lot easier. You need to take down Griever before he can take you
| down with your own magic. The boss' last attack is a nameless ability
| targets a party member and pretty much destroys every single stock of a
| random spell in their inventory which really sucks if it happens to be
| junctioned to an important stat. The most magic you have on your Elem-

| this really is the final battle and the music is pretty badass, so it |
 | isn't so bad. Ultimecia will usually start off the fight with the Hell's |
 | Judgement ability which damages all your party members enough to bring |
 | them down to a single hit point without actually killing them. Don't |
 | pull any punches for this battle, empty your item inventory of things |
 | like Heroes, Holy Wars, Megalixirs and such, I mean you might as well, |
 | you sure as hell aren't going to need them after this. Ultimecia will |
 | continue to break the spells in your inventory so time is a factor in |
 | this fight, assuming you like having a healthy supply of magic spells. |
 | It does seem like her array of different attacks is somewhat limited. |
 | What you need to watch out for is when you see something called Draw |
 | Apocalypse. This means you need to heal your characters because on the |
 | next turn you're going to be hit with the Apocalypse attack which deals |
 | over 6000 damage to everyone in your party, it's extremely nasty. There's |
 | no real super-easy win here, as usual the best thing to do is just rely |
 | on the strongest attacks in the game, these are of course the Renzokuken |
 | limit break and a fully boosted Eden Guardian Force. With these two |
 | you will easily be able to deal the damage needed to win this battle, |
 | the real issue is whether or not you can survive against the power-house |
 | attacks like Hell's Judgment and Apocalypse. I'd say the one real |
 | important factor is having Leviathan's Recover ability on Squall, |
 | couple extra Heroes in your inventory for him and basically you're set. |
 | o-----o

O=====O
 | Plot Summary (000H0) |
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—
 | Final Fantasy VIII /-----o
 | -----\ Disc 1 |
 | (000H1) \-----o

"I'll be here... Why...? I'll be 'waiting' here... For what? I'll be waiting... for you so... if you come here, you'll find me. I promise" These are the words that mark the opening to Final Fantasy VIII. The main event in this opening sequence the battle between two men on a rock cliff, they fight fiercely with swords until one of the two men casts a fire spell leaving the other on the ground. After a single swipe of his sword the man on the ground is left bleeding by the face, and in a moment of revenge he strikes upward leaving the same facial scar on his opponent. From here the game begins.

The man who was knocked on the ground by his opponent from a fire spell wakes in in the hospital next to Dr. Kadowaki. The doctor tells him to take it easy next time, but it's hard to take it easy when it comes to his opponent, Seifer. The man in the bed is named Squall, and his teacher, Quistis, is just entering the room now. Right before she enters another girl is seen through the window bending over, "Squall... so we meet again" she says. Quistis enter the room saying "I knew it would be either you or Seifer, cmon, today is the field exam." As they leave the infirmary the shot zooms out and we see the large futuristic building the reside in, it's like a school, and it's called Balamb Garden. Quistis is the teacher at this school, the class including both Squall and Seifer is just beginning. She mentions that the field exam for SeeD candidates will be beginning this afternoon. She also takes the time to tell Seifer that you are absolutely NOT supposed to injure your partner during training. Seifer hits his desk in anger and the class ends.

Quistis has something she needs to tell Squall, there is a prerequisite for the SeeDexam that all students must take part in before actually doing the exam, first they must go and visit the Fire Cavern. Squall had planned on

doing it in the morning, but Seifer's little training session kind of got in the way. Squall and Quistis head off to the Fire Cavern, a large cave where Squall must navigate through and obtain a low level GF (Guardian Force) with the help of Quistis for battle purposes. The two of them find and defeat Ifrit, obtaining Ifrit as a Guardian Force for Squall. With that it's time to leave the Fire Cavern and return to Balamb Garden to get ready for the exam.

Squall arrives at Balamb Garden and changes into the official uniform. Quistis announces to him who he will be taking the exam with, his partner is Zell Dincht. Squall isn't exactly pleased with this decision, Zell is a loud and obnoxious fellow, he wants to switch partners. This cannot be done of course. She also announces that Seifer, the same Seifer who injured Squall in training this morning is going to be the squad leader, and that cannot be changed either. Just then Seifer walks in being trailed by two people, a man and a woman named Fujin and Raijin. Quistis tries to wish Seifer luck but he says he doesn't need luck. Headmaster Cid, the headmaster of Balamb Garden enters the scene. He announces that the test will occur on a real battlefield. Nine SeeD members will be accompanying them and if they fail, the SeeD members will get the job done, they always do. Best of luck to you.

The group of them get into the car and head off toward the town of Balamb where they will be boarding the ship. Zell is too excited and he's dancing around, practice his punches in the car until Seifer tells him to stop it. Squall asks Quistis who the girl was in the infirmary this morning, but Quistis didn't seem to notice anybody. They arrive at the town of Balamb and from there transfer from the car to the ship. The ship races across the water toward the town of Dollet. While in the ship the group meets Xu, who is there to explain the current situation and the mission. Their client for the mission is Dollet Dukedom Parliament, Dollet has been under attack from the G-Army for the last 72 hours. They had to retreat from the inner city and are now reorganizing their troops up in the mountains. Their objective is to make a landing at the beach then eliminate the remaining G-Army in the city and liberate it as soon as possible. This is the specific job for the SeeD candidate group. All of the ships carrying the party and official SeeD members crash up onto the beach. Right when they arrive they're thrown into the middle of battle, the city is in chaos. The group makes their way through the city waiting for something to happen, holding position but nothing is going on. Suddenly a number of Galbadian soldiers run by and head off in the direction of the communication tower. Seifer says that now that's their next destination. Zell complains that it's against orders, but Squall doesn't really care, maybe it would be a good chance to test out the new training.

They arrive at the base of the communication tower. Seifer goes off on his own while a girl appears over top of the rocks nearby, she too is wearing a SeeD uniform. She claims to be a messenger from Squad A and is looking for the team leader, Seifer. He heads into the communications tower and they chase after him. Up top Wedge and Biggs are there tinkering with the controls, Wedge tells Biggs he saw a big monster shaped shadow up top, but Biggs won't listen. Just as the party reaches the top on the elevator Biggs announces that it is complete. The machinery sets in motion and some kind of large satellite dish opens up top and begins to emit a beam up into the sky. Biggs gets angry and attacks the party with Wedge but they are thrown aside by the large wind blast of another much larger monster. After dispatching this beast Selphie delivers the message to Seifer, all SeeD candidates are to withdraw to the shore by 1900 hours. That only gives them 30 minutes to get away. With that the party rides the elevator down and leaves the tower.

As they leave Biggs musters the energy to get up on the tower above, he presses a button on a controller saying to get them all... when the group leaves the tower suddenly a huge giant robot spider jumps down from above and

attacks! They manage to knock it out but only temporarily so they have to keep running to escape from it. They approach the beach with the giant robot spider closing in on them. Just when it looks like the robot will reach them

before they are able to escape, Quistis pilots a huge gun turret on top of one of the marine ships and blasts the robot spider with a barrage of gunfire leaving it as nothing more than scrap metal. The party escapes looking back at the beach, realizing what a close call all of that really was.

Back in the town of Balamb, Seifer heads off with Fujin and Raijin taking the car with him so the party has no choice but to walk. They split up at the entrance to Balamb Garden saying there's not much to do at this point except wait for the test results to come in. Headmaster Cid is speaking with Quistis and Xu. Cid says that the operation was a success, they didn't realize that it was the communication tower that Galbadia was after but they said that as long as the communication tower remains active then Galbadia will take their forces out of Dollet. Seifer meets Squall in the nearby hall, he says that is not for that withdraw order then they would have been heroes. Quistis and Xu enter, Quistis tells Seifer he was only looking for a battle. Xu tells him that he'll never be a SeeD and calling himself a captain is a joke. When they leave, Headmaster Cid tells Seifer that he will be disciplined for his irresponsible behavior, however he is not without sympathy, he doesn't want them to just become machines following orders blindly. Right in the middle of his sentence a robed man appears and tells Cid he is needed in the office.

Squall rides the elevator up to the second floor where he waits along with the rest of the candidates. A robed man enters and reads the names of Squall and Zell, saying for them to come with him. It turns out there were four people who passed the exam today, Squall, Zell, Selphie and some random guy. Cid tells them that this is a great accomplishment, now that they are members of SeeD they will be dispatched all over the world and will represent Garden wherever they go. They return to the second floor and are given a somewhat forced congratulations by Seifer and everyone else. Later that night Squall changes into his SeeD uniform and heads off for the big party. Squall kind of catches eyes with a girl in a white dress. She asks him to dance with her but Squall seems a bit uninterested. He says he can't dance but it's no use, she drags him off anyway and they begin to dance in the middle of the floor... poorly. Squall really doesn't know what he's doing, but she gives him a hand with the whole thing. By the end, Squall seems to have figured it out and is dancing just fine even in his large combat boots. The girl seems like she sees something on the other side of the room, and kind of ditches Squall right in the middle of the floor. Next we see he has left the room and is now standing out on the balcony. Quistis comes out and joins him. She says that she wants to meet him later in the training center after curfew, head there and go to the secret place, this will be her last order...

When they arrive at the secret area, Quistis tells Squall that as of midnight, she is no longer an instructor. She is just a member of SeeD, perhaps one who will end up working with him. They told her that she failed as an instructor and that she lacked leadership qualities. Squall doesn't want to hear about it and leaves her alone by herself to think that perhaps maybe they were right all along, maybe she does lack leadership qualities. As the two of them go to leave the Training Center, they hear a roar and someone yelling "Somebody help!" It's the girl from the beginning of the game who we saw in the infirmary, she calls out for "Squall and Quisty: to help her from the evil flying dragon monster. Once the monster is defeated two men in white uniforms drop down and tell the girl it isn't safe here, that they have to get out. As she leaves Quistis asks who that girl really was. On the way back Squall meets up with Zell who tells him that now since they became members of SeeD, they are entitled to get their own rooms across the hall from the old ones.

In the morning Squall hears a message, it's the first mission, it seems they are being dispatched to Timber. Time to meet out at the front gate. Zell appears riding some kind of hover surf board, but they take it away from him. Headmaster CId explains the mission, they are to go to Timber. There they will be supporting a resistance faction. A member of the faction will contact them at the Timber Station, when they say "The forests of Timber sure have changed," the party must respond "But the owls are still around," that is the password. It will be just the three of them as they agreed to do the mission for very little money, normally they would never accept such a mission but... well he doesn't want to get into that. They leave Garden and head for the station at Balamb. When the group boards the train Zell tells Squall a little about Timber, it used to be a country surrounded by deep forests but then eighteen years ago Galbadia invaded and they're still under Galbadian occupation. There are still a ton of resistance factions, both big and small. Suddenly all three of them begin to collapse, and fall unconscious...

The next thing we see are three Galbadian soldiers out in the forest. They're running away from something, but it's not quite clear what's going on. Their names are Laguna, Kiros and Ward. They make it out of this forest and end up in Deling City. There Laguna says he wants to go and have a drink, but Kiros and Ward say he's only interested in the piano lady, this makes him angry. They arrive at the bar down in the basement of the hotel and sit down. The red-dressed piano lady named Julia comes down the stairs and begins to play the piano. Kiros and Ward tell Laguna to go for it. Laguna approaches Julia at the piano then suddenly his leg cramps up and he has to walk around on it first. He sits back down at the table, Kiros and Ward tell him good job on actually approaching her. They leave and Julia comes over to sit down. Laguna is so nervous he's shaking. Julia tells him she has a room here and they can talk privately there since everyone in the room seems to be listening in on them. Laguna gets upstairs to Julia's room. She tells him to sit down but he's a little too nervous to do that. Eventually after some wine he loosens up quite a bit and begins talking on and on. He says that he really doesn't like fighting but he gets to see the world. Someday he wants to quit the army and become a journalist so he can write about all the places he's visited. After kind of falling asleep, he wakes up later and begins to ask about Julia. He asks her what he dreams and plans for the future are. She says she doesn't want to just play the piano, but sing as well. She says that she is terrible at coming up with lyrics, but thanks to Laguna perhaps now she'll be able to write something. Suddenly there's a knock at the door, it's Kiros, he says they've got new orders and are to meet at the presidential residence on the double. With that the scene fades out to the party again.

It seems that all of them had that same dream while unconscious, about Laguna, but given the circumstances they really don't have any way to figure out what the hell it was, so they choose to ignore it for now and focus on the mission. When they arrive in Timber Watts takes them to meet Zone, the leader of the Forest Owls. He wants to introduce everyone, they're already met Watts so I guess that just leaves the princess. Unfortunately it's her name time, Zone asks the party to go and wake her up. Squall arrives upstairs and learns that the girl is Rinoa, the girl he danced with at the party. She's so glad to see that SeD is here, she had been sending requests forever and got so desperate that she spoke to the Headmaster directly. It was Seifer who introduced her to him. Now that he is here they can carry out all sorts of plans. Rinoa asks if Seifer is here, but Squall tells her that Seifer is not a SeD.

Back with the group again it's time to begin the meeting. It seems that Watts picked up some top secret Galbadian information. There's a VIP coming from Galbadiato Timber, his name is Vinzer Deling and he's the president of Galbadia. He'll be coming in a private train car, the plan is to use their

train and a decoy car to make a high speed switch while the train is still on the tracks, so that no one will even notice. The meeting is over and it's time to begin the mission. Squall, Rinoa, Selphie and Zell run across the tops of the train and enter the passcodes to undo the cars and make the switch. Everything goes according to plan, soon enough they're back in the first train car and ready to confront the president. They enter his train car and tell the president that as long as he doesn't resist he won't be harmed. He asks "What if I do resist?" Something weird is going on. The president says he is a body double, all they did was pass along a little false information and the resistance groups fell for it.

Once the fake president has been defeated they meet back on the train again, they're angry that they fell for such a trick, but new information has come up. The reason why the president is here in Timber is because he's heading for the TV station, they don't know why, it's just as easy to broadcast from Galbadia. Perhaps the communication tower in Dollet has something to do with this. They assume that since the communication tower is the only tower that actually broadcasts radio waves rather than HD cable, perhaps the president wants to broadcast something to regions even without cable. There must be something they want to say to the whole world. Rinoa, Watts and Zane start having a little meeting about their next plan. Squall is getting impatient and asks to see the contract they have with the Garden. The contract says: "To the Forest Owls, This SeeD deployment contract will last until Timber achieves independence. Please make good use of each SeeD member. I wish you the best with your objective. Please understand this contract is an exception, and no replacement of any SeeD members can be made. Balamb Garden Headmaster Cid Kramer." Selphie complains that the contract is really vague.

They leave the train and make their way toward the TV Station however they find out the president is already there and storming the place would mean certain death because of his guards. Just as they are talking suddenly the TV above them tunes in. A man walks up to the pedestal, saying this is not a recording, this is the first live broadcast that has been possible in the last 17 years. He introduces the lifelong president of Galbadia, Vinzer Deling. Deling says that they the people have the power to end all wars, however there are conflicts between Galbadia and other nations that must come to an end. He says now he would like to introduce his new ambassador, the Sorceress. Just as he says this there is a crash and Seifer breaks in, killing off some Galbadian guards he grabs the president and takes him hostage. Quistis appears as well and says on the air that if the Timber Team is watching to get over here immediately, they have permission. Squall and the group run up toward the TV Station Deling is being held hostage, still, it turns out that Seifer was able to escape. Zell says that they're going to bring that idiot Seifer right back to Garden after this, but he should have kept his mouth shut. Deling says that now since he knows they're from Garden, if anything happens to him Garden will be crushed. Seifer drags the president into the back room where a Sorceress appears in the room. She calls Seifer a little boy who is unable to cope with the situation and needs help to resolve it. Seifer lets go of the president and follows the Sorceress into her teleportation portal. With that Seifer is gone and they head back to town.

An old woman who is a member of another resistance group hides them out in her house. Rinoa asks to be brought to a safe place. When she asks Squall if he thinks Seifer is okay, Squall says there's a good chance he's dead. The president joined forces with the Sorceress and Seifer attacked the president so... who knows. They need to decide where to go, according to the rulebook in the event one cannot return to the assigned Garden they are to report to the nearest GArden, which in this case happens to be Galbadia Garden. They meet with Zane near the train who says the tickets are sold out, but lucky for them he has everyone's ticket right there with him. He's got one for Rinoa,

three for the Seed members and one for himself. He looks over at Quistis and offers it to her. She thanks him and all the party members board the train for the East Academy Station. When they disembark and are heading through the forest toward Galbadia Garden, suddenly three of them fall unconscious again.

Laguna, Kiros and Ward have been sent to patrol some kind of facility where all sorts of rocks and stuff seem to be moving about for processing or who knows what. Right when they arrive they're attacked by a whole bunch of soldiers, Laguna thought this was just going to be a patrol mission. They make their way through the facility but really get beaten down by some soldiers near the end. They find themselves on the edge of the cliff, thinking they can jump down into the ocean to safety. Ward can't say anything, the final attack from the enemy damaged him enough, and he lost his voice. Laguna helps Kiros and Ward up then throws them over the edge of the cliff just before jumping himself. The party wakes up in the forest again, still with no idea what these dreams mean. They head toward Galbadia Garden.

When they arrive at the Garden Quistis goes off by herself, saying she's been here several times before and knows the Headmaster pretty well. When the party gets upstairs Quistis said they understood the situation and Balamb Garden is safe. They called it an independent action and Balamb Garden is not being held responsible. She says the trial is over and the sentence has been carried out, Seifer was executed. Rinoa kneels down. She says she really liked him, he was always so full of confidence. Squall gets angry, all of the people talking about Seifer in the past tense, he never wants that to be him. He leaves the room and finds Fujin and Raijin outside. They say they have brought new orders and given them to the Headmaster here. When Fujin asks about Seifer Squall tells her that he was tried and executed in Galbadia. Raijin doesn't believe it and they go off to Galbadia to look for him. Squall leaves the Garden and the whole group meets up with Headmaster Martine. He says they have new orders from Headmaster Cid, and even they too have been considering the same thing. He says they all know about the Sorceress being appointed ambassador of peace talks, but there will be no peace talks, only threats. Galbadia is planning to use fear to negotiate in favour of itself. Martine hands the orders to Squall. Squall says that they must execute the plan by means of "a sniper" but they have no one with that skill. Martine knows this and calls for Irvine Kinneas. He will be their sharpshooter. The orders call for the assassination of the Sorceress. If the sniper misses then they are to attack head on. They are to head to Deling City, the capital of Galbadia and meet up with General Caraway, so that's what they do.

They arrive in Deling City, the place where they first saw Laguna, Kiros and Ward. When they get to Caraway's mansion the soldier in front has been instructed not to let them in until their skills have been tested. yesterday a student went off to the Tomb of the Unknown King and never returned. They are to go and find a trace of this student along with his ID number. The party heads off to find the tomb. When they arrive two people are running quickly out of the tomb, they seem extremely scared of something. Inside the party finds Sacred, a large minotaur who attacks them but runs off scared when defeated. As they continue through the tomb, in the central structure they find Sacred once again. He says things will be different this time and summons his pint sized elder brother to fight with him. Despite the small stature, the elder brother is by far the superior fighter but in the end they both succumb and offer their powers as a Guardian Force. The spirit of the unknown king is allowed to escape and head off for the afterlife.

Back in Deling City once again now with the student's recovered ID number they speak to the guard who agrees they have passed and allows them through to meet with General Caraway. As they are all waiting in the room Rinoa says it's so rude of him to make them wait, he does this all the time. This is Rinoa's

house and General Caraway is Rinoa's father however she hasn't called him that in quite a long time. He's a top military officer and she's part of an anti-government faction, it's certainly a conflict of interest. Caraway gets ready to explain the situation. He says that tonight there is going to be a ceremony as kind of a commemoration for Sorceress Edea. It is to be held at the presidential residence. The party will split up into two teams, the gateway team will enter the gate and standby while the sniper team will gather near the presidential residence. There is a clock tower with a sniper rifle in it that will rise up at 20:00. The parade will circle around the city and eventually move toward the gate, that is where the gateway team will come into play. The clock raises up and there's a clear shot from there...

Squall will be the leader of the operation, he and Irvine will compose the Sniper Team. Quistis, Zell and Selphie will make up the gateway team with Quistis being the leader. They drop off the gateway team and sniper team in their positions. Suddenly Quistis thinks about something, when Rinoa came into the mansion suggesting they try to find some use for the "Odine Bangle" which supposedly suppresses the Sorceresses powers, Quistis got a little angry. She feels bad about that and wants to go apologize, they've got time until 20:00. Just before they arrive at the mansion, Caraway is speaking to Rinoa. He says she'll be safe here in this room and walks away. There's a noise and Rinoa realizes he's going to lock her in the room. She runs out of the room quickly just before Quistis' party runs in and they are the ones who get locked inside. Quistis is especially worried because it probably means Rinoa is going to go see the Sorceress. Her suspicions turn out to be real, Rinoa climbs up the side of a building to visit the Sorceress. She says she is the daughter of General Caraway and she thought she'd come pay respects, because of her father and everything. She even brought a gift. As she approaches the Sorceress she is thrown out of the way by some kind of magical energy blast. The Sorceress doesn't even speak a word. She appears on the balcony with Rinoa behind her in some kind of trance statue. Irvine looks up and tells Squall that girl looks kind of familiar, he instantly recognizes it as being Rinoa up there. The Sorceress begins to speak, asking the people how they can accept her, what happened to the cold and evil Sorceress from their fantasies who slaughtered countless men? President Deling asks if she is all right, suddenly she stabs her hand into his chest and throws him aside.

Once here speech is over she walks away and says they will end the ceremony with a sacrifice. Using her Sorceress powers she brings two stone lizards to life which promptly run through the crowd and jump up onto the roof where President Deling and Rinoa are. Irvine wants to go up and help her but Squall won't go until the gate opens and the parade starts. Back in Caraway's mansion the group is still locked inside. They need to find a way out. Quistis find a win glass and places it into the hands of the statue which opens up a secret path out of the room leading down into the sewer. When they get down there they can hear the parade starting. Squall and Irvine are ready to move into place, then run through the open gate and climb the same crates that Rinoa climbed to get up to the Sorceress. They save Rinoa from the two lizards and then descend through the trap door to prepare for the sniping. Irvine takes the sniper rifle and goes off to sit by himself. Squall tells Rinoa that Seifer was on the float with the Sorceress, he's still alive. If he has to end up attacking the Sorceress directly, is he going to have to go through Seifer? Squall walks over to Irvine to see what he's doing, he's shaking. Irvine looks up at Squall and says "I can't do it."

Back in the sewer once again, the gateway team is still trying to get back to the gateway. They navigate through the sewers and make it up to the gateway button just in time. Quistis throws the switch and the gate crashes down, trapping Edea's float inside. On the clock tower Irvine is still unwilling to shoot. Squall tells him to calm down, he doesn't care if he misses, just

shoot. Think of it as a signal for them to make their move. Just a signal, Irvine thinks... he gets up and turns around, aiming his rifle at the Sorceress, he fires. The Sorceress erects some kind of barrier and the bullet just stops dead. Squall tells Irvine not to worry, his aim was perfect. He jumps down and crashes his way through the gate toward the Sorceress. Squall confronts and defeats Seifer, then confronts the Sorceress with the help of Rinoa and Irvine. The battle wages between the two of them with no clear winner or loser, that is until Edea has had enough of the battle and summons forth some floating icicles. There's horizontal frozen spikes are then hurled past Rinoa directly into Squall's chest. After being impaled through the right side of his body, Squall falls back and drops off the side of the float with Rinoa watching in horror from above, and such is the end of disc one.

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|  -----o-----\                Disc 2                |
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The beginning fo disc two starts off with Laguna again. Elle, a little girl, is speaking to Laguna in a house. She says that someone is here to visit him, wearing funny clothes. He's at the pub right now talking to Raine. They leave the house and head for the pub. When Laguna walks in, Kiros steps into view. Laguna asks how long it's been since they plummeted off that cliff after escaping. Laguna was bedridden for six months, but Raine nursed him back to health. Laguna asks what happened to Ward, turns out he got a job. He's working hard as a janitor down at the D-District prison. He never got his voice back. Julia started up a signing career, the first song she released was called "Eyes on Me," about being in love or something like that. She also got married to some army guy... General Caraway. Raine read in a magazine that her true love went off to war and never came back. "So what," Laguna says. As long as she's happy. They leave the pub, Kiros asks Laguna exactly what it is he does here. Laguna explains that all the men in the town have gone off to war, all that are left are old people, children, women, dogs and Chocobos. The town has done a lot for him and he wants to repay the favour by helping drive out all the monsters that have made their way into town. On their way back from the patrol, Kiros tells Laguna that he had a chat with the editor for Timber Maniacs who said said he would be interested in an article on world travel, if Laguna was still interested in journalism. Laguna says that sounds great. They return to the pub where they find Raine speak to Ellone. Ellone asks Raine if one day maybe she will marry Laguna. Raine says Laguna wouldn't be happy in a place like this, he's the kind of person who wants to travel and see the world. Laguna delivers his report to Raine after pretending he wasn't listening in on their conversation. Raine tells him that he looks tired and to go get some rest so Laguna returns to his room and gets ready to sleep, hoping he will awake in the same bed again...

Zell wakes up from the dream world, Quistis, Rinoa and Selphie are there too, in some kind of metal room. They ask if it was the dream world again, and how Laguna is doing. Zell says he doesn't know, after the Centra incident and the cliff, they went their separate ways and all he saw was Ward working in some kind of jail, he's bored out of his mind and only wishes he could be fighting alongside Laguna. As for them, they're stuck in the prison, but Zell says it looks familiar. This is the prison where Ward works! Regardless, they're here because they attacked the Sorceress, they'll almost surely be sentenced to death. The question now is, what happened to Squall, and where the hell is Irvine? The scene changes, Squall wakes up in a completely different room. He thinks to himself, he challenged Edea and was wounded, but there's no wound. And Seifer... what's going on? Just as he says this some kind of mobile elevator system raises his cell up toward the top of the structure. The scene changes again, back to the party members. Three officers enter their cell and start beating up on Zell for no apparent reason. They ask if a

Rinoa is with them, she tells them who she is and they take her away.

Meanwhile Seifer has entered Squall's cell. He calls Squall pitiful and beckons for two Moombas (small little red furred creatures) to come in and take him away. They've got him chained up on the wall. Seifer asks him a question, he asks what SeeD is, Edea demands to know. Squall says they're Garden's elite mercenary force, combat specialists, doesn't Seifer already know that? Seifer says there must be some kind of secret you're given when you become a SeeD. Squall tells him there's nothing like that and even if there was, he wouldn't say. It doesn't seem to bother Seifer either way, he signals the guard to start administering an electric shock to Squall. He then says it doesn't matter if he won't talk, the instructor, that girl or the chicken-wuss Zell, he wouldn't last three seconds. A guard comes into the room and tells Seifer the missiles targeted at Garden are ready to launch. Seifer says that Balamb Garden is to be destroyed on charges of training SeeDs to oppose the Sorceress. Seifer leaves and the interrogation continues.

Back with the other party again they are trying to figure out a way to escape. Zell realizes that while Selphie and Quistis had their weapons confiscated, Zell's weapons are his fists, he can still do some serious damage. Not to mention the fact that he might at least know the place a little bit since he saw it as Ward. Zell calls the guard into the room while Selphie and Quistis lay on the ground pretending to be unconscious. He tells the guard that a snake must have bitten them and while the guard is distracted, Zell gives him a nice punch to the gut and manages to escape. He goes and retrieves the weapons, when he comes back and returns them a guard walks in with Biggs and Wedge, the two soldiers from the communication tower in Dollet who were demoted after the incident. Once again they are pummeled into the ground. The group runs up to the thirteenth floor where they find Squall and rescue him. The moomba they are with keeps yelling "Laguna! Laguna!" for whatever reason. Since there doesn't seem to be much to do up here they have to get down lower I guess, it's a long way down though. Zell remembers that Ward operated the big crane to get from floor to floor so he heads upstairs and lets Squall, Quistis and Selphie get on the elevator while he controls it. The door at the bottom just leads to a huge wall of sand... then suddenly gunfire is heard. They're worried about Zell so they have to get back up there. The warden is about to shoot and kill Zell when Squall jumps in to save his life at the last second. Quistis and Selphie appears as well but they're overwhelmed by gunfire and at a loss for what to do. That's when Irvine and Rinoa appear. Rinoa says her father pulled some strings to get here out of jail, all the while Irvine was here to get only her out of jail... an interesting situation. The guards are back though, Irvine tells Squall to get everyone to the top, that's where the exit is, trust me, he says.

Squall's party makes it up to the top where Irvine chimes in through radio communication. They tell Squall to operate the arm, Zell pushes the button and the crane rises up bringing the other party to the top to meet with them. Squall and the others begin to cross the bridge, as they do they realize what an enormous place it really is. They're on one of three huge walkways leading between three prison towers out in the middle of the desert. The two traveling with Squall get across fine but just as he's about to make it to the end the path begins to slide apart and disappear. He finds himself hanging onto the side as the enormous prison uses its giant drill shaped bottom to dig down into the sand, making the thirteenth floor more like the ground level. Squall manages to survive this dangerous event and the party makes it out okay. Rinoa has information that the Sorceress wants to launch missiles at Garden, both Balamb Garden and Trabia Garden. Just as he says this a huge set of missiles fires from the nearby missile base. Irvine mentions that they were going to be aiming for Trabia first, the Garden that Selphie went to and recently transferred from. Squall chooses a party to go to Balamb and warn

everyone while Selphie and two others head for the Missile Base. Selphie plans to use the Galbadian army vehicle they took to get into the base, but once they're in there, who knows. The two groups now part ways. It seems like the best way to get back to Balamb Garden is to steal a train, so that's exactly what Squall does. Meanwhile Selphie's party reaches the Missile Base.

The security guard lets them through the gate. When they get inside the group decides to act casual and just walk by the guards since they are still dressed as Galbadian Solsiders. One guard stops them to compliment them on walking single file, how very polite. What an odd man. Anyway they keep moving through the base until they find a soldier who says it's time for the inspection, but today is the real deal so there's no way they have time for it. They tell Selphie and the group to go and tell the people at the missile launcher, that they will come by later, and to just go ahead. The other crew is a bit too busy as well, so when returning to the first two men they just ask Selphie if she will take care of it for them. They go into the room and begin pounding on various buttons, soon enough the power goes up. Back downstairs the group is asked to help move a launcher and then check everything out on the control panel. The group uses the control panel to set the error ratio of the missile firing to maximum and then run upstairs to finally cause a ruckus. After defeating some soldiers they find the missile controls and the self-destruct mechanism for the base. They set the timer and begin to run like mad. As they leave, a lone soldier activates the missiles. Outside in the parking lot the turrets take aim and fire... the group falls to their knees, there was nothing they could have done. When they reach the gate there's an enormous huge metallic blue machine monster controlled by Galbadian Soldiers there waiting for them. They pummel the machine into submission and quickly realize it is blocking the gate, there is no escape back where they came from and no escape in front of them. The auto-destruct timer is still set and there's nothing they can do. It seems like this is the end, they wonder if perhaps Squall knew this would happen and that's why he chose them, but no, they choose to believe that he had confidence in their abilities and that they are just victims of an unfortunate circumstance. Explosions can be heard in the background and as the base begins to detonate, Selphie and her two companions run just offscreen when the camera cuts to a birds-eye view of the entire base and area for about a kilometre around just totally blows.

We see Squall's party next, back at Balamb Garden which is still standing. Squall says it looks like they did it, however missiles could still be on their way. They still need to report to the Headmaster and with that they run into the Garden. Everyone is running around like crazy, the weird robed Garden security people are moving around from place to place as well. One robed man approaches the party yelling "Seize him! Kill him if you have to!" He asks Squall's party "You three, which side are you on? Do you side with Cid or swear allegiance to Garden Master NORG?" Squall kind of agrees to side with this NORG, whoever he is, to avoid pissing this guy off for now. The robed man says that some of Cid's followers are protecting him, go find Cid and kill the followers if need be. The party finds Raijin and Fujin in the front hall who explain that everyone's running around like crazy either siding with Cid or this Garden Master, whoever it is. Squall says he needs to find Headmaster Cid immediately, Galbadian missiles might be heading this way. Raijin and Fujin agree to go tell everyone about the missiles before escaping. When asked who they were "siding with," Raijin and Fujin respond that they still side with Seifer, always have an always will. Once they're gone Squall kind of says under his breath that Seifer has sided with the Sorceress, he wonders if they are okay with that. For now though, it is irrelevant because they still need to find the Headmaster. First the group heads for cafeteria where a number of SeeDs are holding up, trying to give the impression that Cid is there. One of them says they're doing the same thing in other areas as well, it was all Xu's idea, she took charge when this whole mess began.

On the second floor the party finds Xu, she quickly asks them "Whse side are you on!?" Squall says neither, he has urgent news for the Heamster. Galbadian missiles may be headed this way! Xu tells him to come see the Heamaster who is up in his office, they made it look like he's hiding but that's where he has been all along. Headmaster says the intercom is down to they can't announce the evacuation, he wants Squall's party to go help Xu, Fujin and Raijin with the evacuation and then get out themselves. Cid will stay here till the end, he has a plan anyway, perhaps a way to save Garden. Squall says he wants to do more, he wants to go and take care of whatever plan it is that Cid has. Cid explains that long ago this building was used as a shelter before it was remodeled into Garden. The key Cid gives them will allow them to access the MD level in the elevator, below that he heard there was some kind of control system that might perhaps help them against the missiles. The party makes their way down into the lower levels of the Garden, the much less attractive industrial greasy, oily areas. When they reach the bottom they find the controls, but what to do with them is a mystery. Squall begins messing around when suddenly the platform they are standing on rises up through Cid's office. The entire huge Balamb Garden seems to be transforming! That's when Squall sees the missiles coming out of the corner of his eye, the missiles miss Garden barely as it flies up out of its hole in the ground and begins moving amidst a cloud of smoke. Back on the bridge Cid tells Squall and his party to go check on everyone. They head out to the balcony to see what's going on, they're definitely flying! Back inside again Xu calls them and tells them to get back to the bridge immediately. The controls aren't responding and if they don't do something quick they're going to crash into the town of Balamb. Squall saves the day and manages to turn the garden and avoid the town, the Garden kind of drifts and lands in the sea. Cid decides it would be best to just drift for awhile while they try to figure out how all the controls work. After a rest, Squall is summoned to go down to the Master's Room where the Garden Master wishes to speak with him, down in the basement.

Headmaster Cid is down there, arguing. We can't see Garden Master but we can hear Cid's words. He says he wishes he could go back a few years and tell himself that the Garden Master is nothing but a money-grubbing son of a bitch, then he never would have built this place. Cid tells the party to come by his office later and give their report on the Sorceress, then he goes back up the elevator. One of the robed men comes and says the Garden Master is ready to see them. The Garden Master is a big ugly slug man who makes crazy noises and yells when he talks, the closest comparison would be Jabba the Hut. Garden Master, or NORG, demands that the party give their report on the Sorceress. Squall explains that they failed to assassinate the Sorceress. They received confirmation of Headmaster Cid's orders at Galbadia Garden. NORG cries out, telling them they were fooled. It was NORG who sent the order to assassinate the Sorceress to his subordinate Martine, master of the Galbadia Garden, however as a last resort he used Squall's party to carry out the assassination to place the blame on NORG. NORG says that the need to do something to calm the Sorceress' anger, they have to hand over those responsible for the assassination attempt to the Sorceress to prove their loyalty. Offer the Seed's heads on a platter to prove their loyalty. NORG says that idiot Cid has forgotten it was he who put up the money to build the Garden, he will give Cid's head to the Sorceress on a platter as well. Squall yealls at NORG, saying this Garden doesn't belong to him. NORG asks him then who it does belong to? Not that pathetic married couple Cid and Edea. Cid is indeed married to the Sorceress they are trying to assassinate. NORG says he understands now, they're trying to take Garden away from him. All Cid's followers must die! NORG attacks Squall's party but they manage to get the best of him in battle. They return upstairs and find Cid in the infirmary.

The doctor says they'll have to wait a minute to see him. He calls out and

it's okay, he's done crying now. Squall has a few questions for the headmaster. First he asks what the true purpose of SeeD is. Cid says that SeeD is Garden's elite mercenary force, Garden will train them and they will defeat the Sorceress. The missions around the world are only training for the final battle against the Sorceress. Now that the Sorceress has become a threat, their true mission has begun. Squall next asks about Sorceress Edea, he asks if it's true she's really Cid's wife. He says her knew she was a Sorceress since childhood and married her knowing that, they were very happy together. One day Edea thought they should build Garden and train the SeeDs, Cid told her he was concerned that one day the SeeDs might have to fight her, she laughed and said that would never happen. Squall next asks about Master NORG. Cid says that NORG is of the Shumi Tribe, a black sheep one might say. He ran into NORG while trying to find the money to build Garden and NORG was interested. When it was built they still needed a lot of money to keep it going so they began to dispatch SeeDs all around the world as a means of keeping Garden alive. From then an enormous amount of money started flowing into the Garden, the ideals of SeeD changed and NORG got greedy. Cid says that in the end however it was his fault for giving up control. Lastly Squall asks the headmaster what they are to do next. They leave the infirmary.

In the front hall Xu comes running down the stairs and asks if Squall has seen the headmaster. He tells her she can find him at the infirmary and asks what is so urgent. Xu explains that another ship can be seen in the distance and is headed this way. Who knows what kind of attack force could be on that ship. Squall goes to the second floor balcony to check it out, the ship is a Galbadian ship. Three people in white suits come out and ask for Headmaster Cid. They say this is Edea's ship and they are SeeDs, Sorceress Edea's SeeDs. The people who say they are unarmed, then jump aboard the ship. They say they must speak to Headmaster Cid urgently, that's when a voice is heard saying "I'm right here." He comes out onto the balcony to speak with the White SeeDs. They say they have come for Ellone, it is too dangerous for her to remain here now. Cid agrees with them. Squall thinks to himself "Ellone? The girl from Winhill?" Referring to the little girl who lived with Raine and Laguna in the most recent dream. Headmaster Cid asks Squall to go and find her, she's somewhere in the Garden. Squall manages to find her in the library, it's the same girl from the beginning of the game in the infirmary and the same girl he rescued from Granaldo in the training center. He asks if she knows Laguna and she says she does. He then demands to know exactly what it is they're experiencing. She says it's hard to explain, it's about the past, they are viewing the past. She says that many say you can't change the past, but perhaps it's still worth a try. Squall says that he's got enough problems as it is.... he doesn't want other people counting on him. She walks over to Squall and mutters "You're my only hope" as Xu accompanies her to the White SeeD ship. Later that night Squall has some kind of flashback or dream of himself, standing out in the rain, saying "I'm waiting for you sis..., but I'll be ok. I'll be ok without you sis..." and the scene fades away.

In the morning Cid gets on the loudspeaker, explaining that the system is back up and running. Just as he says this he yells "WHOA" and the scene cuts to that of a man fishing from the end of a steel beam. He throws his line in the water hoping for a big one... suddenly there's a huge crash as Balamb Garden smashes through a nearby pillar. The fisherman runs for his life. Cid yells over the loudspeaker for Squall to come to the bridge immediately. When they arrive he explains his new orders. They have landed at Fishermans Horizons. They are to go out and find the mayor to explain that they come in peace and apologize for the damage. When they leave the Garden a man steps up to them. He says that under no circumstances will they tolerate armed combat in the city, as long as they understand that then they are welcome to enter. The man also says not to worry about the damage, they love fixing things anyway. Squall heads off to find the mayor. The first things the mayor asks is when

they are leaving. He says they are a militaristic group that solves problems with violence, this does not coincide with their ways. He says that their technicians will assist with whatever they need, if Squall needs to consult Cid before letting people into Garden then he should go and do just that.

As they are leaving the house someone yells that the Galbadian soldiers are here. Flo, Mayor Dobe's wife appears saying it's all their fault the Galbadian Soldiers are here. Dobe says they can't rely on Squall's party, all they will do is fight. He's going to go talk with them. When Squall's party arrives he finds the mayor speaking with a Galbadian soldier. He tells the soldier he's never heard of a girl named Ellone, there's no one here by that name. The soldier says it really doesn't matter, they're going to torch the city anyway, Edea's orders. Squall jumps in to help the mayor and defeats the soldiers. Then suddenly the huge machine from the Missile Base that Selphie's party fought appears and attacks Squall's party, despite being rather broken down. After they defeat it, the machine moves back and falls into the water... from there Selphie and the two people who were with her climb up from the wreckage and find Squall standing there. The six party members are reunited once again. As they head back to Balamb Garden, Irvine tells Squall that Selphie is feeling a little down right now, he thought Squall should know. They both leave Fishermans Horizon for Garden again.

When they arrive at the Quad they find Selphie feeling a little depressed, the stage has been completely destroyed and she was hoping to see some bands play on it. Squall gets called away by Headmaster Cid and Irvine stays to cheer her up. He says that maybe they can get some of the technicians from Fishermans Horizon to fix the stage. Up on the bridge meanwhile, Squall is telling Headmaster Cid that the Galbadian soldiers were looking for Ellone. Squall thinks to himself that Ellone has the ability to make people see the past, perhaps Edea is after this ability as well. Cid says that it is likely the Sorceress will not stop her hunt for Ellone, she will keep looking for her, burning everything in her path. Cid gets on the loudspeaker and makes an announcement. Once Garden leaves Fishermans Horizon they are going on a journey. It is a journey to defeat the Sorceress and Garden will be used as a mobile base. The journey will involve many battles and a qualified leader is needed for this, therefore he is appointing Squall as the new leader.

Back at the Quad once again Irvine is helping set everything up. Selphie wants to hold a concert and the newly rebuilt stage, not just for them, but for Squall as well to congratulate him on his recent promotion. Selphie explains that they will be the ones playing the instruments (excluding Rinoa, she will have a more important job.) The person she took over the committee from had four musical scores but everything got messed up when Balamb Garden crashed so now there's eight musical scores. They try to put together the correct four as best they can. Selphie tells Rinoa it will be her job to get Squall here. Later that night she brings him to the concert. She talks to him there, saying it would be nice if maybe he would talk a little more, or rely on them a little more, he's so closed all the time. He thinks to himself that it's the way he prefers to be, and doesn't really want to talk anymore. The next morning he gets called up to the bridge. Quistis, Nida and Xu are there. Nida will be responsible for piloting the Garden. He asks Squall to give a speech to the entire Garden but he says "Forget it... cut the mic."

When the party reaches Balamb they find it is closed off to everyone while some kind of investigation goes on. They need to get inside so Squall tells the guard it's too bad they won't let him in, he's got some information on Ellone. The guard tells him if he knows anything at all, he must tell the commander who is staying at the hotel, he will be rewarded, and allows the party to enter the town. First off they go to visit Zell's mother, she says that she saw a woman in the Galbadian army, gray hair and an eye-patch, it

must be Fujin. The group finds out from the soldiers in front of the hotel that the captain is out on patrol and they'll need to find him. After following a dog to the train station they catch a glimpse of Raijin running away. They find him once again, back at the hotel. He says that Seifer told him to give them a whoopin' if he ever saw them, so he attacks the party. After being defeated he runs into the hotel and attacks with Fujin this time. When the battle is over Squall asks if they're working with the Sorceress... once again they say they're just following Seifer, they're his posse, and with that the two of them are gone. Back in Balamb Garden once again Selphie comes up to the bridge and makes a request to go and visit her old Garden, Trabia.

When they arrive it looks pretty bad. The garden was obviously hit by those missiles. The party climbs over the fence and Selphie runs off by herself. The party gathers on the basketball court while they wait for Selphie to go off and deal with everything she needs to do. Rinoa asks Squall if maybe

perhaps there's a way to beat the Sorceress without having to fight, without having to resort to bloodshed. Squall says that she was part of a resistance faction that took action and drew their weapons... what happened to her? She explains that she's feeling fear now, she doesn't want to lose anybody. Irvine approaches her saying he understands how she feels... a long time ago he was in an orphanage. When he was four years old he used to play with a girl named Selphie. Selphie and Quistis suddenly seem to recall such a place. Irvine tells them he knew since they first met, but never said anything since they seemed to have forgotten. Spunky little Selphie, bossy little Quisty and... Zell. Then of course there was the other little boy. One night they set off fireworks near the beach and got in a lot of trouble, everyone seems to remember that. Of course, there was also Seifer. In fact, except for Rinoa, they were all there. Squall is beginning to remember. He says that he was always waiting for 'Sis' to come back. Sister was Ellone, she was slightly older than everyone but she took care of them. The question is, why has everyone forgotten? Irvine says it was because of the Guardian Forces, when you junction them, they become part of your brain, in the area where memories are stored, it's the price they pay for utilizing their power. He hadn't junctioned a GF until recently so it's why he remembers the most. Quistis asks if anyone remembers Matron... her name was Edea Kramer, she and Sorceress Edea are one and the same. Now matter what they do, they cannot back down now, they have to fight their Matron inevitably at some point. Perhaps it's time to go and visit the orphanage, Squall agrees it is.

They arrive at the orphanage, it's definitely the right place, but something odd is going on. Squall can feel another presence nearby... something huge. Sure enough, Galbadia Garden is hovering in the forest right behind the,. The party quickly gets back into Balamb Garden and runs to the bridge. The Sorceress is likely with them, Squall says the battle is inevitable. Squall grabs his party and heads for the Quad where he finds Zell giving orders to all the other personnel there. Zell takes Squall aside for a moment and asks him a question, it's about his ring. Zell wants to borrow Squall's ring, just for awhile, he won't lose it. Squall doesn't have a clue why he would want such a thing, but he gives it to Zell nonetheless. Zell says he's got this place covered, Squall needs to report back to the bridge. Seifer is standing front and centre on the approaching Galbadia Garden. He gives the order and a whole group of Galbadian soldiers on motorcycles jump from Galbadia Garden over to Balamb Garden. Zell runs back into the Quad to try and stop the attack. On the way Zell stops and gives the ring to Rinoa, saying he got it from Squall just like she wanted, and he'll make her one just like it too. Suddenly Galbadia Garden brushes by and knocks a hunk of the Quad right off. Zell is able to jump to safety but Rinoa falls, barely grabbing onto a rock on her way down. Squall tells Zell to go and find any way he can to save her, meanwhile he has to go up to the classroom himself and save the junior

classmen. After doing this Squall is called to the bridge to see Dr. Kadowaki. She tells him that eventually they're just going to have to board the Galbadian Garden. Zell comes running in saying they've got the Quad barricaded, there's no way to reach Rinoa, Squall's got to go do something. Everyone else will attack while he saves Rinoa and then gets over to their Garden. Squall gets on the loudspeaker and announces their plan, saying it's time for the final battle, they are attacking Galbadia Garden. Nida pushes the Garden to smash into Galbadia Garden, with that Zell, Selphie, Irvine and Quistis are able to get on board. Squall heads off in search of Rinoa.

When he reaches the second floor there's a person looking for someone who is lost somewhere. Squall finds a little boy crying and just as he goes to help him a Galbadian Soldier bursts in and knocks him against the wall. Squall presses the emergency exit button and they both drop out the door. Using the machine the soldier had, they fly high above all the chaos and punch each other again and again until eventually the Galbadian Soldier falls. Squall pilots the flying machine past Rinoa, picks her up and drops her on the ground. She thanks him, saying she couldn't afford to die, she had something of his, the ring Zell gave her. The ring engraved with a lion, Squall says the lion's name is Griever, lions are strong and proud animals. Once inside Galbadia Garden the party finds Fujin & Raijin, but they don't want to fight. They tell Squall to go and take care of Seifer himself, they just want the old Seifer back. Squall's party finally reaches the Sorceress' chamber upstairs and battles Seifer to get past him and reach her. When Seifer has been defeated she calls him worthless and descends through the ground to the auditorium below. They arrive at the auditorium where Rinoa runs into the room along with them. Edea appears and says now it is time for the legendary battle between the Sorceress and the SeedDs who are destined to fight her. Squall and his group battle the Sorceress and a weakened Seifer until the two of them have been defeated. A large flash of light is seen after the battle, amidst all the white we can see Rinoa walking like a zombie. When everything clears, Edea is there. She says they have all grown so much, while she has waited for this day she has also feared this day. And where is Ellone? Has she been protected? Just as Edea speaks, Quistis calls out to Squall, there is something serious wrong with Rinoa... and so ends the second disc.

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Squall wakes up in his bed in Balamb Garden, unaware of what really happened. He goes to visit the infirmary, Rinoa is there, in some kind of coma. An announcement comes over the loudspeaker, Squall is to return to Edea's house at once, the Sorceress, Edea, she is at the orphanage. When they arrive they meet Cid. He says that he fled before the battle, their victory would mean the loss of his wife, and their defeat would mean the loss of them, he couldn't bear to face either outcome. He brings them to see Edea, their old Matron. She apologizes for everything, saying that the whole time she was possessed by Sorceress Ultimecia. She is a Sorceress from the future, many generations ahead of our time and her primary goal is to find Ellone. She is afer Ellone's power. Ultimecia has yet to achieve her goal, she may once again use Edea's body to try and carry out her plans, if this happens they will have to defeat Edea. She asks if any of them have heard of Sorceress Adel, the ruler of Esthar during the Sorceress War. Edea believes that Sorceress Adel is still alive and that Ultimaecia released her body in order to utilize Adel's powers. Afer Edea has explained all of this, Squall asks her if she knows what happened to Rinoa. Edea says she's sorry but there's nothing she can do. Squall returns to visit Rinoa in the infirmary.

Flashback to Laguna, Kiros and Ward. Laguna seems a little hesitant to do

something, but recognizes that they need the money. He seems to have gotten a part in a movie where he plays a knight, some other co-star plays the Sorceress and Kiros and Ward will be playing the dragon. As the two of them go to put on their dragon costume we hear a loud scream coming from Kiros. Meanwhile they're starting to film. The director calls for the entrance of the dragon, a large and impressive Red Dragon appears on the set, the director is very impressed with Kiros and Ward's work. Unfortunately for them, this is not Kiros and Ward's work, this is a real dragon, The director and co-star run off leaving Laguna to fight the beast. Kiros and Ward appear then together they manage to slay the dragon. When this is over there is a brief pause in the scene and we are taken back to the orphanage. Laguna is there talking to Matron, trying to find Ellone, it seems she was taken away by Esthar soldiers as some kind of new successor to Adel. Ellone's voice cuts into the scene. She says that Laguna went out to find her, and because of this, he wasn't able to be by Raine's side when she died. Raine kept calling out for him, but he was not there. She tells Squall that unfortunately she is only able to send him into the mind of someone she's met before, that she's sorry, but at this point she's going to have to disconnect.

When Squall wakes up he's still there with Rinoa. He thinks that maybe if they go back in time something can be changed... Ellone, he's got to find Ellone. All he knows is that she is on the White Seed ship, perhaps Edea knows where the ship is, Squall has to go and talk to her. She gives them a letter of introduction and tells them where they can find the White Seed ship. When they arrive, the White Seeds say there is no reason to believe the story and asks them to leave. Rather than leaving they check out the ship and finds Watts, one of the guys who helped setup the plan with the Forest Owls to steal the train car. Zane is there as well. He's very angry that anything happened to Rinoa, he told Squall to take care of her, but Squall explains that the reason they are here is to try and help her. They speak to the leader. It turns out the White Seeds call Edea "Matron" as well and have ever since they were little. Even their salute is the same, the White Seeds have quite a lot in common with Balamb Garden's Seeds. The leader now trusts Squall after learning of what really happened, while it says in the letter they are looking for Ellone, unfortunately she is no longer here. When they picked her up from Garden near the FH coast, they wanted to get as far away from Galbadia as possible, but it wasn't long before they encountered the Galbadian fleet. They managed to escape but their ship broke down and they were stranded. Just as the Galbadian ships caught up, an Esthar ship appeared. A battle began between the Esthar ships and the Galbadian ships, they were caught in the middle of it. A number of Esthar soldiers came aboard the White Seed ship and told them to evacuate. Of course they wouldn't, they didn't trust the Esthar soldiers. When the soldiers were leaving suddenly Ellone ran by. She yelled something and then she just jumped onto their ship. After that the Esthar fleet withdrew from battle and fled, to this day he doesn't understand why she did that. They believe that Ellone can now be found in Esthar.

The only way to get to Esthar is to walk. From Fishermans Horizon across the train tracks. Squall chooses to do this alone, with Rinoa on his back the whole way. Squall approaches the train station on the Esthar continent where he finds Zell and Quistis. They say they are going to Esthar as well, they are Edea's escort. She is there along with them. She says that she wishes to go and see Dr. Odine. Ultimecia may take control of her again at any time, she does not want this, She wishes to rid herself of the Sorceress power. As they're going to leave, Selphie and Irvine show up as well. Selphie says that even though Esthar is on this continent, and supposed to be huge, she can't find it anywhere. Since Esthar doesn't seem to appear to the North or the South, the only direction left is to the East, past the Great Salt Lake.

The Great Salt Lake is just a barren ice land. A large undead monster awaits

which they have to defeat before they go any further. When the party reaches a dead end on the edge of the cliff, something flashes in the distance, it's some kind of hologram. They climb up a ladder and go inside to find a huge technological area. The image of the Great Salt Lake disappears as the enormous city of Esthar takes its place. The party is whizzed down through the city on a moving platform. When they come to the end Squall says to get ready, as they may encounter some resistance. Just as he says this, the three of them collapse into another Laguna flashback, bad timing on that one.

The scene doesn't change much, still in Esthar. An Esthar soldier tells Kiros and Ward to go to something called the Lunatic Pandora. Laguna and presumably the other two and in some kind of prison. Laguna hasn't eaten anything in three days. The security guard says that neither he nor the Moomba who is there can have any food until their jobs are done. Laguna speaks to the Moomba saying he's got to find a way to get him out of here. A guard runs into the room telling Laguna to go upstairs and get the other guards, there's some kind of emergency. Laguna quickly throws a tool to the Moomba but as he tries to catch it, the Moomba falls over and gabs onto the ledge. When Laguna helps the Moomba up, the other man in the cell tells him that he is a such a nice guy, and would make a good candidate for their leader. No one is satisfied with the way Adel is ruling Esthar, someday that will have to find a way to get her out of power. Suddenly the guard runs in and yells at Laguna for being lazy and not going to get the other guards. Laguna says that's enough and fights the Esthar soldier right then and there. After that it seems like they've already started their jail break so that might as well finish it.

Upstairs, Laguna, Kiros and Ward overhear Dr. Odine talking about something to do with the Lunatic Pandora with his assistant. When the assistant leaves, the other man from the jail cell says he is a resistance member as well. The assistant explains that Dr. Odine has found a new toy he likes better than the Lunatic Pandora, some girl named Ellone. Laguna says he has to go inside and find Dr. Odine again to learn where Ellone is being held. After finding Dr. Odine they chase him out of the building. He yells out to them that Ellone is in Odine's Laboratory. They head for the lab and fight their way through a number of enemies. Laguna uses a computer terminal to unlock the door leading to Ellone. He enters the room and she is there, crying. Laguna picks her up and tells he that he's here to rescue her, he came just like he said.

The party wakes up back in Esthar once again, a car approaches the group. Squall says they want to go see Ellone, the man in the car says to go with him. They arrive and meet with Dr. Odine who says that removing Edea's powers should be no problem, he'll even let Squall see Ellone on one condition, he must leave Rinoa behind for now to be examined. The party is told to the Lunar Gate, everything should be ready for them to see Ellone by then. Arriving at the Lunar Gate, the man explains the whole process to them. They will be put in cold sleep and then into a capsule. The capsule is launched into outer space and they will be brought onto the Lunar Base. Squall takes Rinoa and one other person up into space while Zell takes the Sorceress to go and try to find a way to suppress her powers. Squall leaves in the capsule for outer space while Zell and Edea leave the gate. As they leave some kind of enormous structure begins to hover over Esthar.

When the party arrives at Odine's Laboratory in Esthar he is talking to his assistant. Odine is wondering who could possibly be commanding the Lunatic Pandora to do this. The assistant says it must be the Galbadians as they were the ones who salvaged it. Zell comes in and wonders what's going on. Odine tells him the Lunatic Pandora is here, if they want to get onto it there's only to be a couple specific contact points as it passes over the city. Zell's group rushes out of the lab to try and catch it. They manage to get onto the Lunatic Pandora but are quickly thrown off by some kind of mobile

attack robot. The Lunatic Pandora passes over top of Tears Point' which appears to be reacting to the power of the Lunatic Pandora.

Up on the Lunar Base they are preparing to receive the capsules with Squall and Rinoa inside. A man in a space suit says to take care of it, he's going to go and check up on Adel. They arrive at the space station and Squall brings Rinoa into the examining room. After setting Rinoa down Squall goes to see Ellone. She thanks him for allowing her to see Laguna, she was unable to change the past but just seeing it enough. Squall wants to find some way to warn Rinoa, or anything like that, and asks Ellone to take him back into her past. Ellone says she can't do it for someone she has never met, but since Squall brought Rinoa with him they can go see her. On the way there, they stop in the control room. Something odd is going on with the moon. Tons of monsters are gathering together and waiting for their chance to move to Earth, the technician says this is called the Lunar Cry and that history is repeating itself. When the party leaves to go see Rinoa, something happens. A red alert is called, something is going on in the Med Lab, Rinoa's chamber has opened up by itself it seems. Squall goes to check it out by himself. Rinoa is walking like a zombie out of the room. He tries to approach her but is only knocked backward by some kind of powerful magic force.

Rinoa goes into the control room herself and released the level one seal on Adel's tomb. While all this is going on, the Lunar Cry is beginning. Ellone says that Rinoa must be trying to release the full seal. The second seal is located on Adel's tomb itself. Squall goes after Rinoa, as he runs along the hall he sees the real beginning of the Lunar Cry outside the window. Monsters are gathering in an enormous group through a burst of energy which is slowly growing to connect the moon and the Earth, through the Lunatic Pandora at Tears' Point. Squall chases Rinoa into the airlock and puts on his own space suit. She manages to get through the gate before it closes, leaving Squall behind and unable to do anything. Rinoa floats over to Adel's tomb to release the seal, and is just thrown aside after that. Squall has no choice but to escape with the others. When he gets on the escape pod he yells to Ellone, he says to take him into Rinoa's past, if she doesn't then Rinoa is going to die!

The scene fades away, Rinoa and Irvine are in a Galbadian military vehicle. It's from back when the group was trapped in the D-District prison and Irvine came to rescue Rinoa alone. She convinces Irvine to return and help them. Next we see her asking Zell in the cafeteria if he knows where she could get a ring like Squall's. She doesn't want to ask him herself though, it's too embarrassing. Back on the escape pod Squall tells Ellone that she's going too far back, it has to be more recent. This time Ellone gets it just right, Squall sees when Rinoa collapsed just after they faced Sorceress Edea in Galbadia Garden. He hears something about the Sorceress being transferred into Rinoa, and about the answer being in the Lunatic Pandora. Squall tells Ellone that he saw what happened but couldn't do anything. She tells him what really matters in the present, she has finally realized that. She's going to take him to Rinoa's most recent past, as she is floating out in space right now. Her life support begins to fail and finally terminates, but she somehow remains alive... probably the power of love or something like that. Squall says he's going to go help Rinoa and rides the lift up to the top of the escape pod. Rinoa is floating toward him slowly in outer space however when he catches her, there's little he can actually do. His plan was not well thought out and it seems like all that is left is for them to die in space. Off in the distance something is spiraling toward them, a large red ship of some kind. The two manage to grab hold. It turns out to be the Ragnarok, some kind of special experimental ship from Esthar.

After defeating all the monsters inside and making it to the bridge, they find some kind of communication coming in. It's from Esthar, they tell Squall how

to pilot the ship back again. They also ask if the Sorceress is on board, now referring to Rinoa who seems to have somehow gained those powers. They say she will be seized upon arrival. Rinoa is scared of course, not knowing what to do... she doesn't want to go back. Upon landing Rinoa admits that Ultimecia will continue to use her to achieve her goal as long as she is free, so perhaps this is for the best. Squall gets back on the ship after she's gone and meets up with the party. Quistis tells Squall that when the escape pod landed, Ellone was just gone. Monsters have invaded the planet via the Lunatic Pandora, and Sorceress Adel is back as well. After everyone yells at him for going out of his way to save Rinoa's life, then just letting her be taken away, Squall thinks that about the only thing he can do right now is help Rinoa, he has to save her. Time to head for the Sorceress Memorial.

They infiltrate the memorial and tell the scientists inside that they're taking Rinoa, even if they have to do it by force. After freeing her from the sealing pod, the group exits the building. They are surrounded by a number of Esthar Soldiers and a large man in a cloak who looks similar to one of the upper-rank members of the Esthar government. A large man who does not speak, he simply waves them by, Squall comments on how he looks quite familiar. It's quite obviously Ward, but it's not actually mentioned. Back on the ship Rinoa says she wants to stay away from places where there are a lot of people, some place like Edea's house and the Orphanage. They head back there, to a field of flowers where Squall promises to meet Rinoa again someday if they are ever separated. Zell has urgent news, he has to interrupt them. He has just received word that there is a new plan coming from Esthar to defeat Sorceress Ultimecia and they want SeeD to execute it. The person he talked to was a man named Kiros in Esthar, perhaps it could be the same one...

Arriving at Esthar they meet up with the president and his two aides, of course it's president Laguna and his aides, Kiros and Ward. Squall asks Laguna to explain exactly how everything happened, he knows the story up to the rescue of Ellone in Esthar... then what? With both Adel and Odine interested in Ellone, they couldn't just pick up and leave. Odine was working on some kind of Sealing facility to seal magic, and Laguna owed a big favour to the Adel resistance faction. They moved the crystal pillar and dropped it in the ocean, but Adel found out something was afoot. They lured her to the sealing facility, Laguna said he had the culprit who moved the crystal pillar, and they were holding Ellone hostage inside. When Adel went in, they activated the seal and froze her up. Since they couldn't keep such a dangerous Sorceress around, they sent her into outer space. After that Laguna was set up as president, he sent Ellone back to Winhill but that was a mistake. Raine died and Ellone was sent to the Orphanage.

As for Ellone, her parents were killed early when soldiers were on a Sorceress hunt. She was raised by her neighbor Raine who eventually died and she was sent to the Orphanage. Because of her special ability, Cid and Edea had a ship built to protect her which eventually became another orphanage where Ellone took care of the kids. She was on the ship for ten years until taken by the Esthar ship and brought to see Laguna in space. When she came back in the pod the rescue troops were late and she was taken by Galbadia, now she is in the Lunatic Pandora and they plan to rescue her as part of the plan.

The plan works as follows. There is a Sorceress in the future named Sorceress Ultimecia. She is trying to achieve time compression. In order to get back into the past she is using something that imitates Ellone's powers, Odine explains that it is the machine he is designing now that Ultimecia must be using in the future. It must not be powerful enough and she is trying to gain control over Ellone so she can go back far enough to achieve Time Compression. If Adel is possessed she will likely use her power and destroy Esthar as some kind of revenge... thing, so they'll have to have Sorceress Rinoa inherit her

powers. They will go into the Lunatic Pandora and rescue Ellone while killing Adel, leaving Rinoa as the only Soceress and forcing Ultimecia to possess her. At that point, Ellone will take them both back into the past, into another Sorceress she knows, either Edea or Adel. When Ultimaecia tries to achieve time compression, Ellone will cut her off and somehow the party will be able to follow Ultimecia into her own world through the time compression.

All aboard the Ragnarok now, even Laguna, Kiro's and Ward have come with them. It's time to break through into the Lunatic Pandora. They break through the shields and blast a hole in the side using the Ragnarok. Waiting there for them are Fujin & Raijin who they once again battle against and once again the two of them run away. Even after sending a giant robot after the party it doesn't stop them. Finally Fujin & Raijin turn to Seifer saying they can't follow him anymore, they wanted to help him achieve his dream, not watch as he just followed the dream of someone else. They leave and Seifer and Squall fight. Upon defeating Seifer, he grabs Rinoa and takes her away to see Sorceress Adel who is still sealed away in her tomb... and so ends disc three.

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|_ Final Fantasy VIII /-----o
|  -----o-----\                      Disc 4                      |
|      (000H4)      \-----o
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The battle with Adel is the first thing that occurs on disc four, even with Rinoa's life force healing her it makes no difference, Adel is defeated. This means it's time for Ellone to do her job. Rinoa goes into Adel's past and Ultimecia gets inside Adel. Time compression is about to begin, Laguna and Ellone run out of the room as everything gets wavy and the party finds themselves inside the room in Deling City where Edea first waited to give her speech. They pass through time to reach the future where Ultimecia's castle floats in the air just above the orphanage. Squall's group crosses some rather large chains to reach the entrance where they split to two parties.

After going through the castle and defeating all of Ultimecia's most powerful minions to break the seal on their abilities they finally face off against the evil Sorceress from the future. After spouting her evil speech she attacks along with the ultra-powerful GF Griever. The two of them, even when junctioned manage to lose to the awesome power of Squall and the other Seeds... and the rest. When Ultimecia is defeated they are left in the white with only the power of their thoughts and feelings toward a time and place they wish to return to. Through their thoughts it seems they can warp back to the real world through time compression, it seems far fetched perhaps, but I doubt anyone could adequately say what would really happen in a time compressed universe. Squall finds himself speaking to Edea, Matron, in the past. Sorceress Ultimecia appears but Edea says there is no need to fight, she is just trying to pass on her powers, and without having to burden any of the children with that, Edea says she will take on the powers herself. Squall tells Matron that he is a Seed, that Garden and Seed were her idea. Somehow it seems he is the one informing her about the whole idea she is supposed to have to train Seeds to defeat the Sorceress. Being from the future of course, the older Squall does not belong and passes through time to return...

Beyond this I'm not even going to bother trying to explain the ending, it's extremely weird and uses a few to many random video filters, but I'll leave you to watch it yourself and decide whether you like it or not.

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|                                     Game Encyclopedia                      (000K0) |
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o-- # ----- (000K1) --o

- (41269) Squall's personal student ID number at Balamb Garden.

o-- A ----- (000KA) --o

- (Adel) Powerful Sorceress who once ruled all of Esthar. She was sealed away in outer space so that her insane power could no longer rule, however there may come a time when she once again roams free.
- (Angelo) The name of Rinoa's faithful dog. Not only does Angelo accompany her as a pet, he is also an attack dog that Rinoa uses in her limit breaks. In order to learn new limit breaks with Angelo you have to read the Pet Pals series of magazines, each one will teach Rinoa a new limit.
- (Alexander) The holy castle shaped Guardian Force that just happens to share its name with me. Alexander is drawn by Sorceress Edea when doing battle in Galbadia Garden at the end of Disc 2. Alexander attacks with its holy-elemental judgment, a big blast from its enormous holy ray.
- (Assassination) The assassination mission that took place to rid the world of Sorceress Edea ordered by Martine through Balamb Garden and carried out by General Caraway and Squall's SeeD party. Irvine Kinneas acted as the sharpshooter who would take out the Sorceress but he failed and Squall had to attack directly, go through Seifer and take her down himself. Unfortunately this too failed and Squall was impaled by a bunch of icicles.

o-- B ----- (000KB) --o

- (Bahamut) Often called the king of the Guardian Forces. Bahamut is a large dragon found in the abandoned research facility. The power of Bahamut is unmatched, it has been a symbol of such power in all the Final Fantasy games with summon monsters. Bahamut attacks with its Mega Flare.
- (Balamb) The town near to Balamb Garden, and Zell's hometown. This serves as the train station for students and SeeDs of Balamb Garden alike to travel to other places, but it is also a quaint port village on the water that can send ships all around the world and provides a beautiful oceanside hotel for guests to stay in and enjoy. A great place to visit and relax.
- (Balamb Garden) The home base of all SeeD members and the location where the whole game begins. Most of the main characters are student here hoping to become members of SeeD. Balamb Garden is called "Garden" but it is actually an enormous futuristic building designed with everyone's needs in mind. It includes everything from a dormitory, to classrooms, to a training center, library, infirmary and more. Students not only learn there, but live there as well. It is lead by Headmaster Cid, however during the course of the game an event may occur that questions whether he is the true leader.
- (Brothers) The two brothers make up a Guardian Force when combined. Their names are Sacred and Minotaur and they have guarded the Tomb of the Unkown King for quite a long time. When Squall's party is challenged to go to the Tomb and find evidence of another person who visited there, they decided to go deeper in where they found Sacred. After being defeated Sacred gathered with his big brother Minotaur to fight. Defeated once again the brothers agree to become Squall's Guardian Force. They attack the enemy with a quick game of rock, paper scissors and then a huge leap that crashes the Earth.

o-- C ----- (000KC) --o

- (Cafeteria) Where everyone in Balamb Garden goes to eat of course, sells all sorts of food but it seems like people are only interested in hot dogs.
- (Caraway) A high ranking military official in Deling City, he is responsible for organizing the assassination attempt on the life of the Sorceress. He also has a few family problems to deal with now and then as there is a conflict of interest; he is a high ranking military official

while his daughter is Rinoa, member of an anti-government faction.

- (Carbuncle) The little Guardian Force which can be drawn by the evil Iguion lizards in Deling City. Carbuncle uses a reflect spell on the party meaning after the Guardian Force has appeared, magic cannot hit the party.
- (Centra) The name of the continent on the Southern end of the world where a war took place long ago and the continent is now desolate and uninhabited.
- (Centra Ruins) A large set of ruins where Odin, the great Guardian Force sits in wait for one strong enough for him to pledge allegiance to.
- (Cerberus) The three headed guardian of the underworld is actually a Guardian Force in Final Fantasy VIII. Cerberus can be found in the centre of the glowing light when visiting Galbadia Garden, but not the first time you go there. Despite being a huge monstrous dog with the power to crush anyone, Cerberus isn't actually an attacking Guardian Force. Rather, when Cerberus is summoned it will cast the effects of Double and Triple.
- (Chocobo) A large yellow bird creature similar to an emu or something like that big big enough so that even a large adult can ride it.
- (Chicobo) The name of a smaller and lesser developed baby Chocobo.
- (Cid) Headmaster at Balamb Garden, Cid takes care of pretty much all aspects of every day life at the guardian, he's also the leader of their elite mercenary force called SeeD. An older man but infinitely kind, he's always willing to give an ear to those who just want to have a chat.
- (Combat King) The name of the popular magazine that talks about various forms of hand to hand combat. Each one of these you read will teach Zell a new limit break for him to use with his Duel attack.

o-- D ----- (000KD) --o

- (D-District Prison) The prison that Squall and his party were sent to after the failed assassination attempt on the life of Sorceress Edea. There Squall was tortured under Seifer's command to try and find out SeeD's true purpose that Seifer believed a SeeD was only told once they pass the test.
- (Deep Sea Research Center) A research facility which was mobile and used as a place where scientists could study and try to create somekind of artificial draw system similar to the one possible with Guardian Forces.
- (Deling City) The capitol of Galbadia, ruled by Vinzer Deling. Deling City is the home of many important figures such as General Caraway. It is also the location of the big Sorceress assassination mission that took place under General Caraway's command ordered by Martine of Galbadia Garden.
- (Diablos) As the name implies a devil-like Guardian Force that the party battles in another dimension. After assigning their first mission, Headmaster Cid gives the party a magical lamp with a mysterious power. When the party uses this lamp Diablos is summoned and awakened from his slumber. Once the devil is defeated he offers the party his powers as a Guardian Force. Diablos attacks with the power of gravity, meaning his dark blast of energy won't actually deal a set amount of damage, but rather a proportion.
- (Dobe) He is the mayor of Fishermans Horizon. A peaceful man at heart, he has an absolute stance against the use of violence. It is his personal belief that all conflicts can be resolved through the use of words. When Squall's party reaches Fishermans Horizon, he is eager to know when they will leave. They represent a group that resorts to violence, and as long as they are in Fishermans Horizon, Dobe believes that violence will follow.
- (Doomtrain) The Guardian Force often referenced in occult magazines however no one knows exactly what it is. Doomtrain is a mysterious ghost train that likes to appear to those who have Steel Pipes, Molboro Tentacles etc and then use the Solomon Ring. Doomtrain is a poison elemental attacking Guardian Force which not only damages, but inflicts status ailments too.
- (Dormitory) Where the students of Balamb Garden go to sleep every night, those who make it into SeeD get themselves a nice new room as well.
- (Dr. Kadowaki) The name of the doctor who runs the Balamb Garden infirmary, a very nice person willing to help anyone in need, friend of foe.

- (Draw Point) he name given to those magic pinkish purplish things on the screen that let you stock different types of magic. You never know what spell it contains until you examine it. Once the magic is drawn you cannot draw again, but if you leave for awhile and come back it just might restock.

o-- E ----- (000KE) --o

- (Edea) The name of the first Sorceress you meet in Final Fantasy VIII. She was appointed by President Vinzer Deling, but has now gone beyond her position and taken control of all Galbadia, planning to use Galbadia Garden as the base of operations. She control the people through fear and oppression, using her power as the key element of her ability to rule over everyone. Rumour has it that she is actually married to someone familiar.
- (Eden) This truly is the ultimate Guardian Force, unmatched by another other in terms of damage and sheer impressive power. Eden is acquired by drawing it from the optional boss Ultima Weapon, if you want to obtain Eden you're going to have to be ready to take on the boss, Ultima Weapon, as well.
- (Elemental) A Triple Triad card game rule which places elemental icons on the grid and allows a player to add one point to each number on a card if the element matches their card, or subtract one point if it doesn't.
- (Ellone) Quite possibly the most important character in the entire game everyone from the main character to the ultimate enemy would like to find. Ellone has a unique ability which is why she is so sought after, she has the ability to send people into the minds of others to experience their past. At first she believes that she can use this power to change the past but later realizes that no one can change the past, only come to understand it better and maybe learn something you didn't know that will help you change the present. She is the one giving Squall visions of her uncle Laguna.
- (Esthar) The great city of Esthar is the largest city in the entire world with no other even coming close, it is also the most technologically advanced city on the planet. Virtually all inventions and technology around the world originate in Esthar, even the space program originated there. Notable high ranking figures in the Esthar government include Dr. Odine, Sorceress Adel and even Laguna, Kiros and Ward who took control after Adel.

o-- F ----- (000KF) --o

- (Final Fantasy VIII) The game you are (or should be) playing right now.
- (Fire Cavern) The location of the Guardian Force Ifrit, students must visit the Fire Cavern as a prerequisite to taking part in the actual field exam for those trying to join SeeD. In Squall's case, Quistis accompanies him to the Fire Cavern to assist in combat so he is not overwhelmed.
- (Flo) The of DObe, mayor of Fishermans Horizon. She agrees with her husband's extreme stance on anti-violence so much so that perhaps her stance is ever stronger. When the Galbadian soldiers invade the town she pins all the blame on Squall's party for the conflict that follows.
- (Forest Owls) One of the few remaining active resistance factions in Timber, the Forest Owls are lead by a man named Zone and include his right hand man Watts as well as Rinoa, the girl Squall first met at the dance in Balamb Garden. The Forest Owls were the ones who signed Squall's first mission as a SeeD, they are contracted somewhat ambiguously to follow Rinoa's orders until Timber achieves independence, whenever that may actually occur.
- (Fujin) Rarely is ever, seen without her partner Raijin. Not much is known about her other than her blind following of Seifer. It's not that she is really evil or bad, it's just that she, along with Raijin would follow Seifer in either direction. She speaks only in one word fully capitalized sentences like "HELLO!" or "SEIFER!" Why she does this, who knows.

o-- G ----- (000KG) --o

- (Galbadia) The name of the territory where Deling City is located. Galbadia is a militaristic nation that is not afraid to invade other territories since they have both the will and power to do it.
- (Garden Master) The title given to NORG, the Shumi who believes he runs Balamb Garden and that Cid is trying to take that from him.
- (General Caraway) A high ranking military official in Deling City, he is responsible for organizing the assassination attempt on the life of the Sorceress. He also has a few family problems to deal with now and then as there is a conflict of interest; he is a high ranking military official while his daughter is Rinoa, member of an anti-government faction.
- (GF) The short form for "Guardian Force," it means the same thing.
- (Gilgamesh) When the party invades the Lunatic Pandora that get into a battle with Seifer. Odin appeared and attempted to split Seifer in two with his legendary blade however the opposite occurred and Odin was killed. After the death of Odin a new Guardian Force, Gilgamesh, the great four-armed warrior appeared and cast Seifer away with his sword power!
- (Great Salt Lake) The Great Salt Lake is the area that surrounds Esthar and serves as the un-traversable desolate wasteland, a cover for the actual city that lies beyond covered by a large hologram. Sources also say a large undead creature roams the Great Salt Lake, but such stores are just legend.
- (Guardian Force) The official name for summon monsters in Final Fantasy VII. Guardian Forces are junctioned and called by those who obtain them to help defeat their enemies. At the beginning of the game Squall must visit the Fire Cavern in order to obtain the Ifrit Guardian Force for junctioning.
- (Gunblade) The weapon is a warrior, a Gunblade is a large sword with kind of a gun handle at the end. When the person strikes the blade they are able to pull the trigger as well to add additional power to their strike.

o-- H ----- (000KH) --o

- (Headmaster Cid) Headmaster at Balamb Garden, Cid takes care of pretty much all aspects of every day life at the guardian, he's also the leader of their elite mercenary force called SeeD. An older man but infinitely kind, he's always willing to give an ear to those who just want to have a chat.
- (HP) The short form or game term for hit points, the statistic that determines how much damage you can take before being knocked out/
- (Hot Dogs) So very important to this game it required its own entry, by far the most popular food at the Balamb Garden cafeteria, delicious meat covered in a toasted bun, Zell Dincht could eat them by the dozens.

o-- I ----- (000KI) --o

- (Ifrit) The name of the Guardian Force with the power to command fire. Ifrit is an important Guardian Force because it is the one which students must obtain during their preliminary SeeD field exam in the Fire Cavern. Ifrit is a large beast with horns that attacks with a huge molten fire rock.
- (Infirmary) The place in Balamb Garden where one goes in the event there are injured for whatever reason, run and operated by Doctor Kadowaki.
- (Irvine) Galbadia Garden's best sharpshooter is Irvine Kinneas. Squall's party comes in need of his assistance during an assassination mission they must take on at one point and he eventually becomes a regular member of the team. His one fault, if you can call it that, is his unstoppable ladies-manism. He's go to the ends of the Earth for a girl he just met.
- (Island Closest to Heaven) The name of the island on the East side of the world where numerous super strong enemies have gathered to battle anyone who tries to set foot on their island. How so many monsters came to gather in one place is a mystery, but it makes a great place to level up.
- (Island Closest to Hell) The name of the island on the West side of the world where numerous super strong enemies have gathered to battle anyone who tries to set foot on their island. How so many monsters came to gather in

one place is a mystery, but it makes a great place to level up.

- (Item Shop) A place usually found in towns where one can use Gil they have accumulated to purchase new items for themselves or others.

o-- J ----- (000KJ) --o

- (Julia) The name of the beautiful red-dressed piano player at Deling City. She plays in the lounge downstairs in the Deling City hotel is is constantly admired on a nightly basis by Laguna, although he thinks she never notices him. They have a nice chat one night where Laguna tells her about his dreams of being a writer, and she tells him about her dreams of being a singer, though she could never write lyrics. Perhaps now after meeting Laguna she might have something to write about. Soon after the incident at the Centra occurs and Laguna is bedridden for a long time in a far away place. The next he hears of Julia she married some big time army guy, General Caraway after releasing her first song "Eyes on Me."
- (Jumbo Cactuar) An enormous Cactuar located on the Cactuar Island just across from the desert. Hard to miss when you know where to look as you will often see his head poking up from the sand. Uses the famous 10,000 Needles attack which will kill anyone it targets, regardless of defense.
- (Junction) The term for taking magic or Guardian Forces and attaching them to your character in such a way that they now have the ability to summon that Guardian Force in battle, or in the case of magic, one of their vital statistics will be increased depending proportionately on both how much magic was junctioned to the stat, and how powerful that magic was.
- (Junction Machine Ellone) The name of Odine's invention that mimics Ellone's powers to a slightly lesser extent. They believe that it is because of this machine that Ultimecia is able to infiltrate the minds of Sorceresses in the past and that is how she is trying to get hold of Ellone so she can utilize her true power and go back far enough to achieve Time Compression.
- (Junk Shop) A junk shop is FInal Fantasy VIII's name for a weapon shop. Collect as many Weapons Monthly magazines as possible and then head to a junk shop, you will be able to create all the weapons shown in the magazine assuming you have the right amount of tools and money.

o-- K ----- (000KK) --o

- (Kadowaki) The name of the doctor who runs the Balamb Garden infirmary, a very nice person willing to help anyone in need, friend of foe.
- (Kiros) One of Laguna's partners, he too is a Galbadian soldier. It's difficult to learn much about him, he obviously has a deep friendship with Laguna and Ward but speaks rather infrequently. He fights with two unique blades on the ends of his arms that prove quite deadly.

o-- L ----- (000KL) --o

- (Laguna) The leader of the group that the party sees in their unconscious dreams that occur randomly throughout their journey. Laguna is accompanied by Kiros and Ward. The three of them are Galbadian soldiers and through someone's eyes it seems the party documents their adventures and assignments. Laguna is a rather awkward individual, he has a kind heart but is nervous to a fault. When he develops a crush on the young piano player Julia, in Deling City he tries to approach her only to be crippled by a debilitating leg cramp. Laguna was seriously injured during an assignment at the Centra when he and his two partners jumped from a huge cliff. It took him months to recover, but he was nursed back to health by a nice woman named Raine in Winhill, quiet outer village with a slight monster problem.
- (Leviathan) Leviathan is the powerful serpent of the sea. This Guardian Force can be drawn from Master NORG of Balamb Garden when he reveals himself from the NORG Pod. Leviathan attacks with the power of a tidal wave coming

crashing down from a huge rocky mountain above the enemies.

- (Liberi Fatali) The name of the music track that accompanies the game's opening cutscene, in case you were interested in knowing that.
- (Library) The Balamb Garden student library good for research, relaxing or dozing off, whichever you like. Even stocked with occult news too!
- (Lunar Cry) The process in which monsters which infest the moon are gathered together and brought to Earth through the power of the Lunatic Pandora and Tears' point which create a bond between the two spheres.
- (Lunatic Pandora) Some kind of enormous mobile facility used for various purposes the most sinister of which as part of the Lunar Cry at Tears' Point where monsters from the moon are gathered and brought to Earth.

o-- M ----- (000KM) --o

- (Ma Dinct) Zell's warm hearted mother who resides in Balamb. She cooks, she cleans, she does it all. Zell is lucky to have such a great mother.
- (Mag) The short form or game name for the statistic that determines how much damage you deal with magic spells, or how effective they are.
- (Martine) The Headmaster at Galbadia Garden, Martine seems like a nice, honest man when the party meets him but he's hard to judge due to his lack of appearances and general formal manner. Whether this manner is characteristic of him at all times, is anyone's guess.
- (Matron) What they call the person who runs the orphanage. In the context of Final Fantasy VIII, matron's real name is Edea Kramer. She ran the orphanage for a long time where Squall, Irvine, Quistis, Selphie, Zell, and Seifer grew up. Laster, for some unknown reason, she chose the path of the evil Sorceress bent on world domination through fear and oppression.
- (Missile Base) Located on the Galbadian continent West of the D-District prison, the Missile Base is capable of firing a number of high powered missiles at virtually any target in the world, and is willing to do just that under Sorceress Edea's command. Once the party hears that missiles will be fired at both Balamb and Trabia Gardens they split up and send one group to the MIssile Base to try and stop them before it is too late.
- (Moogles) A furry white little creature who has appeared in Final Fantasy games for many games previous. They normally don't speak English but many exceptions have been noted, especially in Final Fantasy IX.
- (Moomba) A furry red little creature who comes from an unknown location but they have been known to gather in places like Shumi Village. It seems like numerous Moombas have taken special interest in Laguna, whether it be because of the one he helped escape from prison in Esthar or other reasons.

o-- N ----- (000KN) --o

- (Nida) The name of the other Seed candidate who made it in along with Squall, Selphie and Zell. I bet you didn't know that... maybe you did.
- (Naughty Magazine) Just as it says, a sexually explicit, pornographic adventure that remains a little less explicit in the context of the game. Can be found in the Timber Maniacs headquarters building, I heard somewhere that Zane was into this kind of thing, perhaps if you offered it to him...
- (NORG) The name of the Shumi Tribe member who helped fund and create Balamb Garden. Believes he is the true master of the Garden and that Cid is trying to take that power away from him. NORG is confined to a large apparatus and lives underground in the B1F level of Balamb Garden.

o-- O ----- (000KO) --o

- (Odin) The great legendary six-legged horse riding Guardian Force with a steel-bladed sword capable of splitting virtually any foe in two.
- (Odine) The name of the doctor from Esthar who has spent his life creating

- various inventions related to the Sorceresses and has a special interest in the girl Ellone. He is currently working on a machine that can mimic her powers and has reason to believe it will be a success, given there is evidence it is being used in the future by someone of great power.
- (Old Key) A special key Laguna finds in the Centra area but unfortunately there just so happens to be a hole in his pocket, and he loses it.
 - (Open) A Triple Triad card game rule that means you can see all cards in your opponent's hand at all times, and your hand is always displayed.
 - (Orphanage) The place where Squall, Irvine, Slephie, Quistis, Zell and Seifer grew up. It was run by their matron, Edea Kramer. Located on the Western tip of the Southern islands, this is where the whole group first met but split up at different times in their life to go live with families or move off to Garden. With the exception of Irvine, none of them even remember growing up there, it's not until he brings it up that memories slowly start coming back. The cause is believed to be the Guardian Forces which they junction. In exchange for their power the Guardian Forces take up a permanent place in their brain causing them to lose some of their memories. Irvine had not junctioned a Guardian Force until recently which is why he still has the memories that no one else seems to have.
 - (Owl's Tear) A delicious water from Timber with healing effects. The effects only work for the first few times you drink it, but even after that they great refreshing taste of the water keeps tourists coming back again and again. You can try some out yourself at the old man's house.

o-- P ----- (000KP) --o

- (Pandemona) The Guardian Force that Squall's party acquires by drawing it from Fujin & Raijin when they are doing battle in Balamb. Pandemona is the Guardian Force with the power of wind, its attack is just like a tornado.
- (Parking Lot) The parking lot in Balamb Garden, for parking of course.
- (Pet Pals) The name of the popular animal magazine. When you read an issue of this, Rinoa will learn a new limit break with her dog Angelo.
- (Phoenix) The red fire bird of life, has the power to both damage enemies with a flaming blast and revive those who have fallen.
- (Plus) A Triple Triad card game rule that means if one card is placed between two opponents cards, and the numbers on one side, when added together equal the number on the other side when added together, then the opponent's cards are flipped over in the person's favour.
- (Proof of Omega) A special badge awarded to those who manage to defeat Omega Weapon, the most powerful beast in the entire known universe.
- (PuPu) A cute little alien being found around Balamb Garden.

o-- Q ----- (000KQ) --o

- (Quad) The part of Balamb Garden where most of the events take place, has a large stage for performances but all too often under construction.
- (Queen of Cards) She is, as her name implies, the queen of all cards. She can help enforce rules, create new rules, spread rules and more. It's not just about the rules though, she's got every aspect of the game down. If you're looking for the Queen of Cards you'll want to check Balamb first.
- (Quezacotl) The first Guardian Force that Squall acquires along with Shiva. Squall obtains this Guardian Force by examining his student panel at the beginning of the game. Quezacotl is the thunder Guardian Force, a large green bird-like monster with wings that attacks with a blast of lightning.
- (Quistis) She is one of the instructors at Balamb Garden. Early in the game she takes Squall out on his re-exam field test at the Fire Cavern. She seems to be a good teacher with good intentions, however perhaps it's just she is an unfortunate victim of circumstance when her instructor's license is revoked. From then on she is just a normal member of SeeD.

- (Raine) Ellone's mother who lived in Winhill and raised Ellone. One day, when Ellone was captured by Esthar and Laguna went off to find her, Raine became ill and died, calling to Laguna on her very last breath.
- (Ragnarok) The name of one of the ships used to carry Sorceress Adel's sealed tomb up into outer space. The ship never returned however and was left to float around out there forever until Squall and Rinoa found it.
- (Raijin) Rarely seen without his partner, Fujin. Raijin has an odd devotion to Seifer and will follow Seifer to the ends of the Earth, for whatever reason. Each of his sentences ends with "ya know," it's just a quirk of his Wakka-like personality, the two are actually quite similar.
- (Random) A Triple Triad card game rule that means when the game begins you do not make your own hand, rather five cards to play with are randomly chosen from your deck for your hand, and the same for your opponent.
- (Rinoa) Squall first meets Rinoa at the dance during the inauguration celebration for becoming a member of SeeD. After that they do not meet again until a coincidental reintroduction during their first mission.

- (Same) A Triple Triad card game rule that means when a card is placed beside two cards, if the two numbers match the other two card's numbers, then both of the opponents card will be flipped in that person's favour.
- (Save Points) Those spinning yellow and blue wireframe orbs you see periodically here and there that allow you to save in the menu.
- (SeeD) Balamb Garden's elite mercenary force lead and controlled by Headmaster Cid. Most if not all students at Garden hope to one day become a member of this special group by taking part in a field exam that can lead you all over the world testing your skill in both combat, and your actions in general during the mission. SeeD plays a pivotal part in the game, especially as it progresses and you begin to learn more and more about it.
- (Seifer) Balamb Garden's "problem child," he's one of the first characters we see in the game, training with Squall outdoors. He uses a fire magic spell to knock Squall down and that strikes him in the face, breaking the golden rule that you are not supposed to injure your partner while training, Squall gives him an identical facial scar with his retaliation strike. Seifer wishes to become a SeeD but his macho attitude and inability to follow orders make such a goal near impossible, and it frustrates him. He believes quickly that he is too good for SeeD, opting to look elsewhere...
- (Selphie) Selphie recently transferred from Trabia Garden to Balamb Garden where she meets Squall and Zell. Selphie is an optimistic girl eager to get some festivals and fun activities going at the Garden, in between training for SeeD of course. A little clumsy, but a fun person all around.
- (Shiva) One of the first Guardian Forces Squall obtains by examining his student terminal at the beginning of the game. Shiva is a beautiful ice goddess that appears and attacks with a blast of ice to the enemy.
- (Siren) The name of the beautiful Guardian Force that Squall obtains by drawing it out of the monster atop the Communication Tower at Dollet. Siren uses her hypnotic song to attack enemies with a dangerous melody.
- (Sorceress) The title given to a woman of great magical power. The title is first given in the game to Edea, who uses her magic to control the people of Galbadia through fear. There is more than just one Sorceress however.
- (Spr) The short form or game name for the statistic that determines how much magic damage is reduced by when a spell hits you character.
- (Squall) The main character of the game. He begins the journey as a student at Balamb Garden training to become a member of the elite mercenary force SeeD. He's not too talkative, but a great leader when need be.
- (Str) The short form and game term for Strength, the statistic that determines how much damage your character will deal with a physical attack.

- (Sudden Death) A Triple Triad card game rule that makes it so that when a game ends, if the score is an equal tie, rather than going back into the game again the players will play another game immediately after. The catch is that some of the cards from your hand and your opponent's are switched.

o-- T ----- (000KT) --o

- (Timber) The location of Squall, Zell and Selphie's first SeeD mission where they meet up with Rinoa once again. Years ago Timber was independent but a Galbadian invasion changed all that. Now resistance factions have sprung up and almost everyone who lives in Timber is a member, though most are inactive. Timber is famous for its delicious water called "Owl's Tear."
- (Timber Maniacs) The name of a popular magazine based in Timber that includes all sorts of articles on various subjects ranging from battle to travel, you name it. Laguna once heard that the editor might be interested in an article written about world travel, a topic that interests him. The more issues of Timber Maniacs you have read the more information on Laguna is available at your study panel in the Balamb Garden second floor classroom.
- (Time Compression) - Sorceress Ultimecia's ultimate goal, she wishes to use Ellone's power to go back in Time and Compress the past, present and future to create a world uninhabitable by anyone except herself.
- (Tonberry King) A lare Tonberry keen on getting revenge for all the smaller Tonberries killed recently which is why one cannot encounter the Tonberry King before defeating at least twenty other Tonberries normally, he will show up if you do this in Odin's temple. Tonberry King attacks with its Chef Knife which can be quite powerful if used correctly.
- (Training Center) The area of Balamb Garden where students can go to train and test their skills, a recreated environment full of real monsters and even the dreaded T-Rexaur enemy, a huge T-Rex with a nasty bite.
- (Trepe Groupie) The name of a girl (or guy) who hangs around Quistis' classroom and probably sucks up to her to get better grades.
- (Triple Triad) The name of the card game in Final Fantasy VIII. One of the universal truths of the world is that no where you go you'll always be able to find fans of the card game, so much so that perhaps the game even extends beyond the planet. A basic, simple card game that takes place on a 3x3 grid. players collect cards with have four numbers, one on each side of their rectangular shape, and line them up on the grid beside each other so that if one number on a card's right is greater then the number on the card beside its left, the card will be flipped over and etc etc etc.

o-- U ----- (000KU) --o

- (Ultemecia) As the name implies, the ultimate Sorceress who is so powerful and awe-inspiring that she doesn't even do her dirty work from the same dimension or even the same frame of time. If one were to try to do battle with such a powerful Sorceress, they certainly could find her anywhere on the planet, somehow that would need to compress time first...

o-- V ----- (000KV) --o

- (Vinzer Deling) President of Galbadia and ruler of all. Certainly not a peaceful ruler by any means Deling is a power hungry man but not necessarily a violent man by nature. One can not judge whether he is good or evil.
- (Vit) The short form or game term for the statistic that determines how much the damage you take is reduced, basically your physical defense.

o-- W ----- (000KW) --o

- (Ward) The third member of the Galbadian soldier troupe that includes Laguna and Kiros as well. Ward is a rather soft spoken man, doubly so after the

- party leaps over the cliff at the Centra and Ward's voice box is permanently injured so that he can never speak again. Ward uses a large oversized harpoon to attack his enemies in battle and is a great asset to any fight.
- (Watts) Zone's right hand man and member of the Forest Owls. Watts is a guy with a good heart though he's not too bright. Always afraid of being left behind or left out he kind of goes with the flow and manages to get by.
 - (Weapons Monthly) The name of the magazine that shows all the current line of great weapons, focusing of course on the weapons your characters are able to equip. Once you have at least one issue of weapons monthly you can head to the local junk shop and create the weapons shown in the magazine.
 - (Winhill) This is where Laguna was taken care of after the he and his two comrades plummeted from the cliff after their mission to the Centra.

o-- X ----- (000KX) --o

- (Xu) One of the leaders in the SeeD community she is responsible for planning and organizing things it seems, when there is a mission she'll be the one to brief you, and if there was ever a crisis, you can bet that Xu would be the first one in position ready to get everything back in order.

o-- Y ----- (000KY) --o

- (Y) The only letter in Final Fantasy VIII in which no key words seem to come to mind no matter how hard I try to search for one, perhaps there are none.

o-- Z ----- (000KZ) --o

- (Zell) Zell is an energetic youth who, like Squall, is a student at Garden trying to become a member of SeeD, Garden's elite mercenary force. While not exactly a pleasure to work with at first due to his obnoxiously cheerful attitude, it seems Zell is the kind of guy grows on you after awhile.
- (Zone) Semi-leader of the Forest Owls along with Rinoa and to a lesser extent Watts. He's quite a character, when he's not leading a resistance faction to free Timber he's probably going to be bust either with his nose in a naughty magazine, or huddled in the corner of a moving vehicle due to his violent motion sickness. He's a good man though, when the operation is finished in Timber he offers the last remaining train ticket out of there to Quistis and stays behind himself, she is forever thankful for that.

0=====0
 | Soundtrack List (000J0) |
 0=====0

o-- Disc 1 ----- (000J1) --o

- | | |
|---------------------|----------------------------------|
| 1. Liberi Fatali | 13. Dead End |
| 2. Balamb Garden | 14. Breezy |
| 3. Blue Fields | 15. Shuffle or Boogie |
| 4. Don't Be Afraid | 16. Waltz for the Moon |
| 5. The Winner | 17. Tell Me |
| 6. Find Your Way | 18. Fear |
| 7. SeeD | 19. The Man with the Machine Gun |
| 8. The Landing | 20. Julia |
| 9. Starting Up | 21. Roses and Wine |
| 10. Force Your Way | 22. Junction |
| 11. The Loser | 23. Timber Owls |
| 12. Never Look Back | |

o-- Disc 2 ----- (000J2) --o

1. My Mind
2. The Mission
3. Martial Law
4. Cactus Jack (Galbadian Anthem)
5. Only A Plank B/ One and Perdition
6. Succession of Witches
7. Galbadia Garden
8. Unrest
9. Under Her Control
10. The Stage Is Set

11. A Sacrifice
12. Fithos Lusec Wecos Vinosec
13. Intruders
14. Premonition
15. Wounded
16. Fragments of Memories
17. Jailed
18. Rivals
19. Ami

o-- Disc 3 ----- (000J3) --o

1. The Spy
2. Retaliation
3. Movin'
4. Blue Sky
5. Drifting
6. Heresy
7. Fisherman's Horizon
8. Odeka ke Chocobo
9. Where I Belong

10. The Oath
11. Slide Show Part 1
12. Slide Show Part 2
13. Love Grows
14. The Salt Flats
15. Dance with the Balamb-Fish
16. Tears of the Moon
17. Residents
18. Eyes On Me

o-- Disc 4 ----- (000J4) --o

1. Mods de Chocobo
2. Ride On
3. Truth
4. Lunatic Pandora
5. Compression of Time
6. The Castle

7. The Legendary Beast
8. Maybe I'm a Lion
9. The Extreme
10. The Successor
11. Ending Theme
12. Overture

O=====O
 | Shop List (000I0) |
 O=====O

o-- Balamb ----- (000I1) --o

o-- Junk Shop -----o

	Revolver.....100 Gil	(Squall)	M-Stone Piece....6	Screw.....2
	Shear Trigger...200 Gil	(Squall)	Steel Pipe.....1	Screw.....4
	Metal Knuckle...100 Gil	(Zell)	Fish Fin.....1	M-Stone Piece....4
	Maverick.....200 Gil	(Zell)	Dragon Fin.....1	Spider Web.....1
	Chain Whip.....100 Gil	(Quistis)	M-Stone Piece....2	Spider Web.....1
	Flail.....100 Gil	(Selphie)	M-Stone Piece....2	Bomb Fragment....1

o-----o

o-- Item Shop -----o

	Potion.....100 Gil		Hi-Potion.....500 Gil	
	Phoenix Down.....500 Gil		Antidote.....100 Gil	
	Eye Drops.....100 Gil		Soft.....100 Gil	
	Echo Screen.....100 Gil		Holy Water.....100 Gil	
	Remedy.....1000 Gil		Tent.....1000 Gil	
	Fuel.....3000 Gil		Normal Ammo.....20 Gil	
	Shotgun Ammo.....40 Gil		G-Potion.....200 Gil	

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| G-Returner.....500 Gil
|
o-----o

o-- Timber ----- (000I2) --o

o-- Junk Shop -----o
|
| Revolver.....100 Gil (Squall) M-Stone Piece....6 Screw.....2
| Shear Trigger...200 Gil (Squall) Steel Pipe.....1 Screw.....4
| Metal Knuckle...100 Gil (Zell) Fish Fin.....1 M-Stone Piece....4
| Maverick.....200 Gil (Zell) Dragon Fin.....1 Spider Web.....1
| Chain Whip.....100 Gil (Quistis) M-Stone Piece....2 Spider Web.....1
| Flail.....100 Gil (Selphie) M-Stone Piece....2 Bomb Fragment....1
|
o-----o

o-- Item Shop -----o
|
| Potion.....100 Gil Hi-Potion.....500 Gil
| Phoenix Down.....500 Gil Antidote.....100 Gil
| Eye Drops.....100 Gil Soft.....100 Gil
| Echo Screen.....100 Gil Holy Water.....100 Gil
| Remedy.....1000 Gil Tent.....1000 Gil
| Fuel.....3000 Gil Normal Ammo.....20 Gil
| Shotgun Ammo.....40 Gil G-Potion.....200 Gil
| G-Returner.....500 Gil
|
o-----o

o-- Pet Shop -----o
|
| G-Potion.....200 Gil G-Hi-Potion.....600 Gil
| G-Returner.....500 Gil Pet House.....1000 Gil
| Magic Scroll.....5000 Gil GF Scroll.....5000 Gil
| Draw Scroll.....5000 Gil Item Scroll.....5000 Gil
| Amnesia Greens.....1000 Gil Pet Pals Vol.3.....1000 Gil
| Pet Pals Vol.4.....1000 Gil
|
o-----o

o-- Deling City ----- (000I3) --o

o-- Junk Shop -----o
|
| Revolver.....100 Gil (Squall) M-Stone Piece....6 Screw.....2
| Shear Trigger...200 Gil (Squall) Steel Pipe.....1 Screw.....4
| Metal Knuckle...100 Gil (Zell) Fish Fin.....1 M-Stone Piece....4
| Maverick.....200 Gil (Zell) Dragon Fin.....1 Spider Web.....1
| Chain Whip.....100 Gil (Quistis) M-Stone Piece....2 Spider Web.....1
| Flail.....100 Gil (Selphie) M-Stone Piece....2 Bomb Fragment....1
|
o-----o

o-- Item Shop -----o
|
| Potion.....100 Gil Hi-Potion.....500 Gil
| Phoenix Down.....500 Gil Antidote.....100 Gil
| Eye Drops.....100 Gil Soft.....100 Gil
| Echo Screen.....100 Gil Holy Water.....100 Gil
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| Remedy.....1000 Gil      Tent.....1000 Gil |
| Fuel.....3000 Gil        Normal Ammo.....20 Gil |
| Shotgun Ammo.....40 Gil   G-Potion.....200 Gil |
| G-Returner.....500 Gil    |
|                             |
o-----o
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o-- Winhill ----- (000I4) --o

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o-- Item Shop -----o
|
| Potion.....100 Gil      Hi-Potion.....500 Gil |
| Phoenix Down.....500 Gil Antidote.....100 Gil |
| Eye Drops.....100 Gil   Soft.....100 Gil |
| Echo Screen.....100 Gil Holy Water.....100 Gil |
| Remedy.....1000 Gil     Tent.....1000 Gil |
| Fuel.....3000 Gil       Normal Ammo.....20 Gil |
| Shotgun Ammo.....40 Gil G-Potion.....200 Gil |
| G-Returner.....500 Gil  |
|                             |
o-----o
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o-- D-District Prison ----- (000I5) --o

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o-- Item Shop -----o
|
| Potion.....100 Gil      Hi-Potion.....500 Gil |
| Phoenix Down.....500 Gil Antidote.....100 Gil |
| Eye Drops.....100 Gil   Soft.....100 Gil |
| Echo Screen.....100 Gil Holy Water.....100 Gil |
| Remedy.....1000 Gil     Tent.....1000 Gil |
| Fuel.....3000 Gil       Normal Ammo.....20 Gil |
| Shotgun Ammo.....40 Gil G-Potion.....200 Gil |
| G-Returner.....500 Gil  |
|                             |
o-----o
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o-- Balamb Garden ----- (000I6) --o

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o-- Item Shop -----o
|
| Potion.....100 Gil      Hi-Potion.....500 Gil |
| Phoenix Down.....500 Gil Antidote.....100 Gil |
| Eye Drops.....100 Gil   Soft.....100 Gil |
| Echo Screen.....100 Gil Holy Water.....100 Gil |
| Remedy.....1000 Gil     Tent.....1000 Gil |
| Fuel.....3000 Gil       Normal Ammo.....20 Gil |
| Shotgun Ammo.....40 Gil G-Potion.....200 Gil |
| G-Returner.....500 Gil  |
|                             |
o-----o
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o-- Fishermans Horizon ----- (000I7) --o

```
o-- Junk Shop -----o
|
| Revolver.....100 Gil   (Squall) M-Stone Piece....6 Screw.....2 |
| Shear Trigger...200 Gil (Squall) Steel Pipe.....1 Screw.....4 |
| Cutting Trigger.400 Gil (Squall) Mesmerize Blade..1 Screw.....8 |
| Flame Saber.....600 Gil (Squall) Betrayal Sword...1 Turtle Shell.....0 |
|                             |
o-----o
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				Screw.....	4
Metal Knuckle...	100 Gil	(Zell)	Fish Fin.....	1	M-Stone Piece....	4
Maverick.....	200 Gil	(Zell)	Dragon Fin.....	1	Spider Web.....	1
Gauntlet.....	400 Gil	(Zell)	Dragon Skin.....	1	Fury Fragment....	1
Valiant.....	100 Gil	(Irvine)	Steel Pipe.....	1	Screw.....	4
Ulysses.....	200 Gil	(Irvine)	Steel Pipe.....	1	Bomb Fragment....	1
			Screw.....	2
Chain Whip.....	100 Gil	(Quistis)	M-Stone Piece....	2	Spider Web.....	1
Slaying Tail....	200 Gil	(Quistis)	Magic Stone.....	2	Sharp Spike.....	1
Red Scorpion....	400 Gil	(Quistis)	Ochu Tentacle....	2	Dragon Skin.....	2
Pinwheel.....	100 Gil	(Rinoa)	M-Stone Piece....	3
Valkyrie.....	200 Gil	(Rinoa)	Shear Feather....	1	Magic Stone.....	1
Flail.....	100 Gil	(Selphie)	M-Stone Piece....	2	Bomb Fragment....	1
Morning Star....	200 Gil	(Selphie)	Steel Orb.....	2	Sharp Spike.....	2

o-- Item Shop -----o					
Potion.....	100 Gil		Hi-Potion.....	500 Gil	
Phoenix Down.....	500 Gil		Antidote.....	100 Gil	
Eye Drops.....	100 Gil		Soft.....	100 Gil	
Echo Screen.....	100 Gil		Holy Water.....	100 Gil	
Remedy.....	1000 Gil		Tent.....	1000 Gil	
Fuel.....	3000 Gil		Normal Ammo.....	20 Gil	
Shotgun Ammo.....	40 Gil		G-Potion.....	200 Gil	
G-Returner.....	500 Gil				

o-- Balamb ----- (000I8) --o

o-- Junk Shop -----o						
Revolver.....	100 Gil	(Squall)	M-Stone Piece....	6	Screw.....	2
Shear Trigger...	200 Gil	(Squall)	Steel Pipe.....	1	Screw.....	4
Cutting Trigger.	400 Gil	(Squall)	Mesmerize Blade..	1	Screw.....	8
Flame Saber.....	600 Gil	(Squall)	Betrayal Sword...	1	Turtle Shell.....	0
			Screw.....			4
Metal Knuckle...	100 Gil	(Zell)	Fish Fin.....	1	M-Stone Piece....	4
Maverick.....	200 Gil	(Zell)	Dragon Fin.....	1	Spider Web.....	1
Gauntlet.....	400 Gil	(Zell)	Dragon Skin.....	1	Fury Fragment....	1
Valiant.....	100 Gil	(Irvine)	Steel Pipe.....	1	Screw.....	4
Ulysses.....	200 Gil	(Irvine)	Steel Pipe.....	1	Bomb Fragment....	1
			Screw.....			2
Chain Whip.....	100 Gil	(Quistis)	M-Stone Piece....	2	Spider Web.....	1
Slaying Tail....	200 Gil	(Quistis)	Magic Stone.....	2	Sharp Spike.....	1
Red Scorpion...	400 Gil	(Quistis)	Ochu Tentacle...	2	Dragon Skin.....	2
Pinwheel.....	100 Gil	(Rinoa)	M-Stone Piece....			3
Valkyrie.....	200 Gil	(Rinoa)	Shear Feather....	1	Magic Stone.....	1
Flail.....	100 Gil	(Selphie)	M-Stone Piece....	2	Bomb Fragment....	1
Morning Star....	200 Gil	(Selphie)	Steel Orb.....	2	Sharp Spike.....	2
o-----o						

o-- Item Shop -----o					
Potion.....	100 Gil		Hi-Potion.....	500 Gil	
Phoenix Down.....	500 Gil		Antidote.....	100 Gil	
Eye Drops.....	100 Gil		Soft.....	100 Gil	

Echo Screen.....100 Gil	Holy Water.....100 Gil
Remedy.....1000 Gil	Tent.....1000 Gil
Fuel.....3000 Gil	Normal Ammo.....20 Gil
Shotgun Ammo.....40 Gil	G-Potion.....200 Gil
G-Returner.....500 Gil	

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o-- Esthar ----- (000I9) --o

o-- Rinrin's Store - Pet Shop - -----o

G-Potion.....200 Gil	G-Hi-Potion.....600 Gil
G-Returner.....500 Gil	Pet House.....1000 Gil
Amnesia Greens.....1000 Gil	HP-J Scroll.....10,000 Gil
Str-J Scroll.....10,000 Gil	Vit-J Scroll.....10,000 Gil
Mag-J Scroll.....10,000 Gil	Spr-J Scroll.....10,000 Gil
Pet Pals Vol.5.....1000 Gil	Pet Pals Vol.6.....1000 Gil

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o-- Cloud's Shop - Item Shop - -----o

Hi-Potion.....500 Gil	Phoenix Down.....500 Gil
Eye Drops.....100 Gil	Soft.....100 Gil
Remedy.....1000 Gil	Tent.....1000 Gil
Fuel.....3000 Gil	Normal Ammo.....20 Gil
Shotgun Ammo.....40 Gil	Dark Ammo.....300 Gil
Fire Ammo.....500 Gil	G-Potion.....200 Gil
G-Hi-Potion.....600 Gil	G-Returner.....500 Gil

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o-- Johnny's Shp - Item Shop - -----o

Potion.....100 Gil	Hi-Potion.....500 Gil
Phoenix Down.....500 Gil	Antidote.....100 Gil
Soft.....100 Gil	Eye Drops.....100 Gil
Echo Screen.....100 Gil	Holy Water.....100 Gil
Remedy.....1000 Gil	Tent.....1000 Gil
G-Potion.....200 Gil	

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o-- Don Juan's Shop - Junk Shop - -----o

Revolver.....100 Gil (Squall)	M-Stone Piece....6	Screw.....2
Shear Trigger...200 Gil (Squall)	Steel Pipe.....1	Screw.....4
Cutting Trigger.400 Gil (Squall)	Mesmerize Blade..1	Screw.....8
Flame Saber.....600 Gil (Squall)	Betrayal Sword...1	Turtle Shell.....0
	Screw.....4
Twin Lance.....800 Gil (Squall)	Dino Bone.....1	Red Fang.....2
	Screw.....12
Punishment.....1000 Gil (Squall)	Chef's Knife....1	Star Fragment....2
	Turtle Shell.....1	Screw.....8
Lion Heart.....2000 Gil (Squall)	Adamantine.....1	Dragon Fang.....4
	Pulse Ammo.....12
Metal Knuckle...100 Gil (Zell)	Fish Fin.....1	M-Stone Piece....4
Maverick.....200 Gil (Zell)	Dragon Fin.....1	Spider Web.....1
Gauntlet.....400 Gil (Zell)	Dragon Skin.....1	Fury Fragment....1

Ehrgeiz.....800 Gil	(Zell)	Adamantine.....1	Dragon Skin.....4
		Fury Fragment.....1	
Valiant.....100 Gil	(Irvine)	Steel Pipe.....1	Screw.....4
Ulysses.....200 Gil	(Irvine)	Steel Pipe.....1	Bomb Fragment....1
		Screw.....2	
Bismarck.....400 Gil	(Irvine)	Steel Pipe.....2	Dynamo Stone....4
		Screw.....8	
Exeter.....800 Gil	(Irvine)	Dino Bone.....2	Moon Stone.....1
		Star Fragment....2	Screw.....18
Chain Whip.....100 Gil	(Quistis)	M-Stone Piece....2	Spider Web.....1
Slaying Tail....200 Gil	(Quistis)	Magic Stone.....2	Sharp Spike.....1
Red Scorpion...400 Gil	(Quistis)	Ochu Tentacle...2	Dragon Skin.....2
Save the Queen..800 Gil	(Quistis)	Malboro Tentacle.2	Sharp Spike.....4
		Energy Crystal....4	
Pinwheel.....100 Gil	(Rinoa)	M-Stone Piece.....3	
Valkyrie.....200 Gil	(Rinoa)	Shear Feather....1	Magic Stone.....1
Rising Sun.....400 Gil	(Rinoa)	Saw Blade.....1	Screw.....8
Cardinal.....800 Gil	(Rinoa)	Cockatrice Pinion1	Mesmerize Blade..1
		Sharp Spike.....1	
Shooting Star..1000 Gil	(Rinoa)	Windmill.....2	Regen Ring.....1
		Force Armlet.....1	Energy Crystal...2
Flail.....100 Gil	(Selphie)	M-Stone Piece....2	Bomb Fragment....1
Morning Star....200 Gil	(Selphie)	Steel Orb.....2	Sharp Spike.....2
Crescent Wish...400 Gil	(Selphie)	Inferno Fang....1	Life Ring.....1
		Sharp Spike.....4	
Strange Vision..800 Gil	(Selphie)	Adamantine.....1	Star Fragment....3
		Curse Spike.....2	

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o-- Karen's Store - Book Store - -----o

Weapons Mon Mar.....1000 Gil	Weapons Mon Apr.....1000 Gil
Weapons Mon May.....1000 Gil	Weapons Mon Jun.....1000 Gil
Weapons Mon Jul.....1000 Gil	Weapons Mon Aug.....1000 Gil
Combat King 001.....1000 Gil	Combat King 002.....1000 Gil
Combat King 003.....1000 Gil	Pet Pals Vol.1.....1000 Gil
Pet Pals Vol.2.....1000 Gil	

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Test Answers	(000F0)
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In your menu once you've become a member of SeeD there is a quiz you can take to raise your SeeD rank to the maximum "A" rank which is equivalent to 30.

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Level 1	Yes	No	Yes	Yes	Yes	No	No	Yes	No	No
Level 2	Yes	No	Yes	Yes	Yes	No	Yes	Yes	No	No
Level 3	No	No	Yes	No	Yes	Yes	Yes	No	Yes	No
Level 4	No	Yes	Yes	Yes	No	No	Yes	Yes	No	No
Level 5	No	No	No	Yes	Yes	No	No	Yes	Yes	Yes

Level 6	Yes	No	Yes	Yes	No	No	Yes	Yes	No	Yes
Level 7	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes	No
Level 8	No	Yes	No	No	Yes	Yes	No	No	Yes	No
Level 9	No	Yes	No	No	No	No	No	No	Yes	Yes
Level 10	Yes	No	No	No	No	No	No	No	Yes	No
Level 11	Yes	Yes	No	Yes	Yes	No	Yes	No	No	Yes
Level 12	No	Yes	No	No	Yes	No	Yes	No	Yes	No
Level 13	Yes	No	No	No	Yes	No	No	No	No	No
Level 14	Yes	Yes	Yes	Yes	No	Yes	Yes	No	Yes	No
Level 15	Yes	Yes	No	No	No	No	No	Yes	No	Yes
Level 16	Yes	No	No	Yes	No	Yes	No	No	Yes	No
Level 17	Yes	No	No	No	Yes	No	No	Yes	No	No
Level 18	Yes	No	No	No	Yes	No	No	No	No	No
Level 19	Yes	No	No	Yes	No	No	No	No	No	Yes
Level 20	Yes	Yes	No	Yes	No	Yes	Yes	Yes	No	No
Level 21	Yes	Yes	Yes	Yes	No	No	Yes	Yes	Yes	No
Level 22	No	No	No	Yes	No	No	No	Yes	Yes	No
Level 23	Yes	No	No	No	No	Yes	Yes	Yes	Yes	Yes
Level 24	Yes	Yes	No	No	Yes	Yes	No	No	No	Yes
Level 25	Yes	No	Yes	Yes	Yes	No	No	Yes	No	No
Level 26	Yes	Yes	No	Yes	No	Yes	No	Yes	No	No
Level 27	No	Yes	No	No	No	No	Yes	No	Yes	No
Level 28	Yes	No	No	Yes	Yes	Yes	No	Yes	No	No
Level 29	No	No	No	Yes	Yes	No	No	No	Yes	No
Level 30	No	Yes	No	No	No	No	Yes	No	No	No

Blue Magic

(000U0)

Blue Magic	Item Required	Enemy Obtained From
Acid	Mystery Fluid	Gayla

Aqua Breath	Water Crystal	Fastitocalon
Bad Breath	Malboro Tentacle	Malboro
Degenerator	Black Hole	Gesper
Electrocute	Coral Fragment	Cockatrice
Fire Breath	Inferno Fang	Ruby Dragon
Gatling Gun	Running Fire	SAM08G
Homing Laser	Laser Cannon	Mobile Type 8
LV?Death	Curse Spike	Tri-Face
Micro Missile	Missile	GIM52A
Mighty Guard	Barrier	Behemoth
Ray-Bomb	Power Generator	Blitz
Shockwave Pulsar	Dark Matter	N/A (Refine 100 Curse Spike)
Ultra Waves	Spider Web	Caterchipillar
White Wind	Whisper	Adamantoise

Item List	(000C0)
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Accelerator	GF learns the Auto-Haste ability
Adamantine	GF learns the Vit+60% ability
Aegis Armlet	GF learns the Eva-J ability
Amnesia Greens	Remove a single ability from a GF
Antidote	Cures Poison to a single party member
AP Ammo	Ammo that penetrates an enemy's defense
Arctic Wind	Contains an ice element
Aura Stone	Uses Aura magic effect
Barrier	Teaches Quistic the Blue Magic: Mighty Guard
Betrayal Sword	Sword with betrayal inside
Black Hole	Teaches Quistic the Blue Magic: Degenerator
Bomb Fragment	Contains a fire element

Bomb Spirit	GF learns the Kamikaze ability
Cactus Thorn	Cactus' thorn
Chef's Knife	Tonberry's knife
Chocobo's Tag	Changes Chocobo's name
Circlet	GF learns the Mag+20% ability
Cockatrice Pinion	Feather with petrifying power
Combat King 001	Combat King magazine teaches Zell Dolphin Blow
Combat King 002	Combat King magazine teaches Zell Meteor Strike
Combat King 003	Combat King magazine teaches Zell Meteor Barret
Combat King 004	Combat King magazine teaches Zell Different Beat
Combat King 005	Combat King magazine teaches Zell My Final Heaven
Coral Fragment	Teaches Quistic the Blue Magic: Electrocute
Cottage	Heals HP of party & GF at save point
Curse Spike	Teaches Quistic the Blue Magic: LV?Death
Dark Ammo	Ammo that can inflict status effects
Dark Matter	Teaches Quistic the Blue Magic: Shockwave Pulsar
Dead Spirit	Contains a Death element
Death Stone	Uses Death magic effect
Demolition Ammo	Very powerful ammo
Diamond Armor	GF learns the GFHP+40% ability
Dino Bone	Contains an earth element
Doc's Code	GF learns the Med Data ability
Dragon Fang	Fang with recovery force
Dragon Fin	Very hard dragon's scale
Dragon Skin	Durable dragon skin
Draw Scroll	GF learns the Draw ability
Dynamo Stone	Contains a thunder element
Echo Screen	Cures Silence to a single party member
Elem Atk	GF learns the Elem-Atk-J ability
Elem Guard	GF learns the Elem-Defx4 ability

Elixir	Fully restores HP and cures abnormal status
Energy Crystal	GF learns the SumMag+30% ability
Eye Drops	Cures Blind to a single party member
Fast Ammo	Ammo that fires extremely quickly
Fire Ammo	Ammo with a fire element
Fish Fin	Fish's fin
Flare Stone	Uses Flare magic effect
Force Armlet	GF learns the Spr+40% ability
Friendship	Summons a Moomba into battle
Fuel	Fuel to be used in a rental car
Fury Fragment	Stone that contains morale
G-Hi-Potion	Heals 1000 HP to a single GF
G-Mega-Potion	Heals 1000 HP to all GF
G-Potion	Heals 200 HP to a single GF
G-Returner	Brings single GF back from KO status
Gaia's Ring	GF learns the HP+80% ability
Gambler Spirit	GF learns the Card ability
GF Scroll	GF learns the GF ability
Giant's Ring	GF learns the HP+40% ability
Girl Next Door	Naughty magazine
Glow Curtain	GF learns the Auto-Reflect ability
Gold Armor	GF learns the GFHP+30% ability
Gysahl Greens	Summons a Chicobo into battle
Healing Mail	GF learns the GFHP+10% ability
Healing Ring	GF learns the Recover ability
Healing Water	Water with healing power
Hero	Makes character invulnerable
Hero-trial	Randomly makes character invulnerable
Hi-Potion	Restores 1000 HP to a party member
Hi-Potion+	Restores 2000 HP to a party member

Holy Stone	Uses Holy magic effect
Holy War	Makes party invulnerable
Holy War-trial	Randomly makes party invulnerable
Holy Water	Cures Zombie to a single party member
HP Up	Raises HP stat by ten points
HP-J Scroll	GF learns the HP-J ability
Hundred Needles	GF learns the Return damage ability
Hungry Cookpot	GF learns the Devour ability
Hyper Wrist	GF learns the Str+60% ability
Hypno Crown	GF learns the Mag+40% ability
Inferno Fang	Teaches Quistic the Blue Magic: Fire Breath
Item Scroll	GF learns the Item ability
Jet Engine	GF learns the Spd+20% ability
Knight's Code	GF learns the Cover ability
Laser Cannon	Teaches Quistic the Blue Magic: Homing Laser
Life Ring	Ring with life force
Lightweight	Shoes that make your feel light
Luk Up	Raises Luk stat by one point
Luk-J scroll	GF learns the Luk-J ability
LuvLuv G	Increases compatibility with all GFs by twenty
M-Stone Piece	Stone with a little magic power
Mag Up	Raises Mag stat by one point
Mag-J scroll	GF learns the Mag-J ability
Magic Armlet	GF learns the Spr+60% ability
Magic Scroll	GF learns the Magic ability
Magic Stone	Stone with magic power
Magical Lamp	Required to summon Diablos
Malboro Tentacle	Teaches Quistic the Blue Magic: Bad Breath
Med Kit	GF learns the Treatment ability
Mega Phoenix	Brings all party members back from KO

Mega Potion	Restores 1000 HP to all party members
Megalixir	Fully restores HP and status of entire party
Mesmerize Blade	Long and sharp blade
Meteor Stone	Uses Meteor magic effect
Missile	Teaches Quistic the Blue Magic: Micro Missiles
Mog's Amulet	GF learns the MiniMog ability
Monk's Code	GF learns the Counter ability
Moon Curtain	GF learns the Auto-Shell ability
Moon Stone	Moon Stone with monsters inside
Mystery Fluid	Teaches Quistic the Blue Magic: Acid
Normal Ammo	Normal ammunition
North Wind	Contains a strong ice element
Occult Fan I	Magazine of the Occult, Scoop Issue
Occult Fan II	Magazine of the Occult, Photo Issue
Occult Fan III	Magazine of the Occult, Magic Issue
Occult Fan IV	Magazine of the Occult, Report Issue
Ochu Tentacle	Strong and flexible tentacle
Orihalcon	GF learns the Vit+40% ability
Pet House	Heals HP of all GF at save point
Pet Nametag	Changes pet's name
Phoenix Down	Brings one party member back from KO
Phoenix Pinion	Summons a Phoenix into battle
Phoenix Spirit	GF learns the Revive ability
Poison Powder	Power with Poison effect
Potion	Restores 200 HP to a party member
Potion+	Restores 400 HP to a party member
Power Generator	Teaches Quistic the Blue Magic: Ray-Bomb
Power Wrist	GF learns the Str+40% ability
Protect Stone	Uses Protect magic effect
Pulse Ammo	Ammo that fires with a blast of energy

Red Fang	Contains a strong fire element
Regen Ring	GF learns the HP+20% ability
Remedy	Cures all abnormal status effects
Remedy+	Cures all abnormal status and magic effects
Rename Card	Allows you to change the name of a GF
Ribbon	GF learns the Ribbon ability
Rocket Engine	GF learns the Spd+40% ability
Rosetta Stone	GF learns the Abilitx4 ability
Royal Crown	GF learns the Mag+60% ability
Rune Armlet	GF learns the Spr+20% ability
Running Fire	Teaches Quistic the Blue Magic: Gatling Gun
Samantha Soul	GF learns the SumMag+40% ability
Saw Blade	Sharp and serrated blade
Screw	Used to remodel weapons
Shaman Stone	Stone with a mystical power inside
Sharp Spike	Long and sharp claw
Sheer Feather	Contains a wind element
Shell Stone	Uses Shell magic effect
Shotgun Ammo	Ammo that hits all enemies at once
Silence Powder	Powder with Silence effect
Silver Mail	GF learns the GFHP+20% ability
Sleep Powder	Poweder with Sleep effect
Soft	Cures Petrify to a single party member
Solomon Ring	Requires to summon Doomtrain
Sorceress' Letter	Given to you by Edea for the White SeeDs
Spd Up	Raises Spd stat by one point
Spd-J scroll	GF learns the Spd-J ability
Spider Web	Teaches Quistic the Blue Magic: Ultra Waves
Spr Up	Raises Spr stat by one point
Spr-J scroll	GF learns the Spr-J ability

Star Fragment	GF learns the SumMag+20% ability
Status Attack	GF learns the ST-Atk-J ability
Status Guard	GF learns the ST-Defx4 ability
Steel Curtain	GF learns the Auto-Protect ability
Steel Orb	Contains a gravity element
Steel Pipe	GF learns the SumMag+10% ability
Str Up	Raises Str stat by one point
Str-J scroll	GF learns the Str-J ability
Strength Love	GF learns the Str+20% ability
Tent	Heals HP of all party members at save point
Three Stars	GF learns the Expendx3-1 ability
Turtle Shell	GF learns the Vit+20% ability
Ultima Stone	Uses Ultima magic effect
Vampire Fang	Fang with Drain effect
Venom Fang	Contains a poison element
Vit Up	Raises Vit stat by one point
Vit-J scroll	GF learns the Vit-J ability
Water Crystal	Teaches Quistic the Blue Magic: Aqua Breath
Weapons Mon 1st	Issue of Weapons Monthly magazine first issue
Weapons Mon Apr	Issue of Weapons Monthly magazine for April
Weapons Mon Aug	Issue of Weapons Monthly magazine for August
Weapons Mon Jul	Issue of Weapons Monthly magazine for July
Weapons Mon Jun	Issue of Weapons Monthly magazine for June
Weapons Mon Mar	Issue of Weapons Monthly magazine for March
Weapons Mon May	Issue of Weapons Monthly magazine for May
Whisper	Teaches Quistic the Blue Magic: White Wind
Windmill	Contains a strong win element
Wizard Stone	Stone with a lot of magic power
X-Potion	Restores all HP to a single party members
Zombie Powder	Powder with Zombie effect

GF List (000B0)				
Quazacotl	(000B1)	Description	Type	AP
HP-J	Junctions Magic to HP	Junction	0/200	
Vit-J	Junctions Magic to Vitality	Junction	0/50	
Mag-J	Junctions Magic to Magic	Junction	N/A	
Elem-Atk-J	Junctions Magic to Elem-Atk	Junction	0/160	
Elem-Def-J	Junctions Magic to Elem-Def	Junction	0/100	
Elem-Def-Jx2	Junctions two Magic to Elem-Def	Junction	0/130	
Magic	Use Magic Command	Command	N/A	
GF	Use GF command	Command	N/A	
Draw	Use Draw Command	Command	N/A	
Item	Use Item Command	Command	N/A	
Card	Use Card Command	Command	0/40	
Mag+20%	Raises Magic damage by 20%	Character	0/60	
Mag+40%	Raises Magic damage by 40%	Character	0/120	
SumMag+10%	Raises SumMag damage by 10%	GF	0/40	
SumMag+20%	Raises SumMag damage by 20%	GF	0/70	
SumMag+30%	Raises SumMag damage by 30%	GF	0/140	
GFHP+10%	Raises GF's HP by 10%	GF	0/40	
GFHP+20%	Raises GF's HP by 20%	GF	0/70	
Boost	Boost GF	GF	0/10	
T Mag-RF	Refine Lightning/Wind Magic from an item	Menu	0/30	
Mid Mag-RF	Refine mid level magic	Menu	0/60	
Card Mod	Refine items from cards	Menu	0/80	
Shiva	(000B2)	Description	Type	AP
Str-J	Junctions Magic to Strength	Junction	0/50	
Vit-J	Junctions Magic to Vitality	Junction	0/50	

Spr-J	Junctions Magic to Spirit	Junction	N/A	
-----+	-----+	-----+	-----+	-----+
Elem-Atk-J	Junctions Magic to Elem-Atk	Junction	0/160	
-----+	-----+	-----+	-----+	-----+
Elem-Def-J	Junctions Magic to Elem-Def	Junction	0/100	
-----+	-----+	-----+	-----+	-----+
Elem-Def-Jx2	Junctions two Magic to Elem-Def	Junction	0/130	
-----+	-----+	-----+	-----+	-----+
Magic	Use Magic Command	Command	N/A	
-----+	-----+	-----+	-----+	-----+
GF	Use GF command	Command	N/A	
-----+	-----+	-----+	-----+	-----+
Draw	Use Draw Command	Command	N/A	
-----+	-----+	-----+	-----+	-----+
Item	Use Item Command	Command	N/A	
-----+	-----+	-----+	-----+	-----+
Doom	Uses Death on the enemy	Command	0/60	
-----+	-----+	-----+	-----+	-----+
Vit+20%	Raises Vit by 20%	Character	0/60	
-----+	-----+	-----+	-----+	-----+
Vit+40%	Raises Vit by 40%	Character	0/120	
-----+	-----+	-----+	-----+	-----+
Spr+20%	Raises Spr by 20%	Character	0/60	
-----+	-----+	-----+	-----+	-----+
Spr+40%	Raises Spr by 40%	Character	0/120	
-----+	-----+	-----+	-----+	-----+
SumMag+10%	Raises SumMag damage by 10%	GF	0/40	
-----+	-----+	-----+	-----+	-----+
SumMag+20%	Raises SumMag damage by 20%	GF	0/70	
-----+	-----+	-----+	-----+	-----+
SumMag+30%	Raises SumMag damage by 30%	GF	0/140	
-----+	-----+	-----+	-----+	-----+
GFHP+10%	Raises GF's HP by 10%	GF	0/40	
-----+	-----+	-----+	-----+	-----+
GFHP+20%	Raises GF's HP by 20%	GF	0/70	
-----+	-----+	-----+	-----+	-----+
Boost	Boost GF	GF	0/10	
-----+	-----+	-----+	-----+	-----+
I Mag-RF	Refines Water/Ice Magic from an item	Menu	0/30	
O=====O	O=====O	O=====O	O=====O	O=====O
Ifrit	(000B3) Description	Type	AP	
O=====O	O=====O	O=====O	O=====O	O=====O
HP-J	Junctions Magic to HP	Junction	0/200	
-----+	-----+	-----+	-----+	-----+
Str-J	Junctions Magic to Strength	Junction	0/50	
-----+	-----+	-----+	-----+	-----+
Elem-Atk-J	Junctions Magic to Elem-Atk	Junction	N/A	
-----+	-----+	-----+	-----+	-----+
Elem-Def-J	Junctions Magic to Elem-Def	Junction	0/100	
-----+	-----+	-----+	-----+	-----+
Elem-Def-Jx2	Junctions two Magic to Elem-Def	Junction	0/130	
-----+	-----+	-----+	-----+	-----+
Magic	Use Magic Command	Command	N/A	
-----+	-----+	-----+	-----+	-----+
GF	Use GF command	Command	N/A	
-----+	-----+	-----+	-----+	-----+
Draw	Use Draw Command	Command	N/A	
-----+	-----+	-----+	-----+	-----+
Item	Use Item Command	Command	N/A	
-----+	-----+	-----+	-----+	-----+

Mad Rush	Uses Protect and berserk on party	Command	0/60
Str+20%	Raises Str by 20%	Character	0/60
Str+40%	Raises Str by 40%	Character	0/120
Str Bonus	Gives a +1 bonus to Str at level up	Character	0/100
SumMag+10%	Raises SumMag damage by 10%	GF	0/40
SumMag+20%	Raises SumMag damage by 20%	GF	0/70
SumMag+30%	Raises SumMag damage by 30%	GF	0/140
GFHP+10%	Raises GF's HP by 10%	GF	0/40
GFHP+20%	Raises GF's HP by 20%	GF	0/70
GFHP+30%	Raises GF's HP by 30%	GF	0/140
Boost	Boost GF	GF	0/10
F Mag-RF	Refine Fire magic from an item	Menu	0/30
Ammo-RF	Refine ammo from an item	Menu	0/30
O=====O=====O=====O=====O			
Siren	(000B4) Description	Type	AP
O=====O=====O=====O=====O			
Mag-J	Junctions Magic to Magic	Junction	N/A
ST-Atk-J	Junctions Magic to ST-Atk	Junction	N/A
ST-Def-J	Junctions Magic to ST-Def	Junction	N/A
ST-Def-Jx2	Junctions two Magic to ST-Def	Junction	0/130
Magic	Use Magic Command	Command	N/A
GF	Use GF command	Command	N/A
Draw	Use Draw Command	Command	N/A
Item	Use Item Command	Command	N/A
Treatment	Cures abnormal status ailments	Command	0/100
Mag+20%	Raises Magic damage by 20%	Character	0/60
Mag+40%	Raises Magic damage by 40%	Character	0/120
Mag Bonus	Gives a +1 bonus to Mag at level up	Character	0/100
Move-Find	Find hidden save points and draw points	Character	0/40
SumMag+10%	Raises SumMag damage by 10%	GF	0/40
SumMag+20%	Raises SumMag damage by 20%	GF	0/70
SumMag+30%	Raises SumMag damage by 30%	GF	0/140

	GFHP+10%	Raises GF's HP by 10%	GF	0/40
	GFHP+20%	Raises GF's HP by 20%	GF	0/70
	Boost	Boost GF	GF	0/10
	L Mag-RF	Refine curative magic from an item	Menu	0/30
	ST Med-RF	Refine status medicine from an item	Menu	0/30
	Tool-RF	Refine tools from an item	Menu	0/30
O=====O				
	Brothers	(000B5) Description	Type	AP
O=====O				
	HP-J	Junctions Magic to HP	Junction	N/A
	Str-J	Junctions Magic to Strength	Junction	0/50
	Spr-J	Junctions Magic to Spirit	Junction	0/50
	Elem-Atk-J	Junctions Magic to Elem-Atk	Junction	N/A
	Elem-Def-J	Junctions Magic to Elem-Def	Junction	N/A
	Magic	Use Magic Command	Command	N/A
	GF	Use GF command	Command	N/A
	Draw	Use Draw Command	Command	N/A
	Item	Use Item Command	Command	N/A
	Defend	Reduce damage from physical attacks	Command	0/100
	HP+20%	Raises HP by 20%	Character	0/60
	HP+40%	Raises HP by 40%	Character	0/120
	HP+80%	Raises HP by 80%	Character	0/240
	Cover	Take damage in place of party member	Character	0/100
	HP Bonus	Gives a +30 bonus to HP at level up	Character	0/100
	SumMag+10%	Raises SumMag damage by 10%	GF	0/40
	SumMag+20%	Raises SumMag damage by 20%	GF	0/70
	SumMag+30%	Raises SumMag damage by 30%	GF	0/140
	GFHP+10%	Raises GF's HP by 10%	GF	0/40
	GFHP+20%	Raises GF's HP by 20%	GF	0/70
	GFHP+30%	Raises GF's HP by 30%	GF	0/140
	Boost	Boost GF	GF	0/10
O=====O				
	Diablos	(000B6) Description	Type	AP
O=====O				

HP-J	Junctions Magic to HP	Junction	0/50
Mag-J	Junctions Magic to Magic	Junction	N/A
Hit-J	Junctions Magic to Hit	Junction	0/120
Abilityx3	Character can equip three abilities	Junction	N/A
Magic	Use Magic Command	Command	N/A

GF	Use GF command	Command	N/A
Draw	Use Draw Command	Command	N/A
Item	Use Item Command	Command	N/A
Darkside	Raises damage but harms character	Command	0/100
HP+20%	Raises HP by 20%	Character	0/60
HP+40%	Raises HP by 40%	Character	0/120
HP+80%	Raises HP by 80%	Character	0/240
Mag+20%	Raises Magic damage by 20%	Character	0/60
Mag+40%	Raises Magic damage by 40%	Character	0/120
Mug	Steal item while attacking	Character	0/200
Enc-Half	Encounters occur half as frequently	Character	0/30
Enc-None	Encounters do not occur at all	Character	0/100
GFHP+10%	Raises GF's HP by 10%	GF	0/40
GFHP+20%	Raises GF's HP by 20%	GF	0/70
GFHP+30%	Raises GF's HP by 30%	GF	0/140
Time Mag-RF	Refine time magic from an item	Menu	0/30
ST Mag-RF	Refine status magic from an item	Menu	0/30

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Carbuncle	(000B7)	Description	Type	AP
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HP-J	Junctions Magic to HP	Junction	0/200
Vit-J	Junctions Magic to Vitality	Junction	N/A
Mag-J	Junctions Magic to Magic	Junction	0/50
ST-Atk-J	Junctions Magic to ST-Atk	Junction	0/160
ST-Def-J	Junctions Magic to ST-Def	Junction	0/100
ST-Def-Jx2	Junctions two Magic to ST-Def	Junction	0/130
Abilityx3	Character can equip three abilities	Junction	N/A

	Magic	Use Magic Command	Command	N/A
	GF	Use GF command	Command	N/A
	Draw	Use Draw Command	Command	N/A
	Item	Use Item Command	Command	N/A
	HP+20%	Raises HP by 20%	Character	0/60
	HP+40%	Raises HP by 40%	Character	0/120
	Vit+20%	Raises Vit by 20%	Character	0/60
	Vit+40%	Raises Vit by 40%	Character	0/120
	Vit Bonus	Gives a +1 bonus to Vit at level up	Character	0/100
	Counter	Counterattacks when attacked	Character	0/200
	Auto-Reflect	Always has Reflect spell enabled	Character	0/250
	GFHP+10%	Raises GF's HP by 10%	GF	0/40
	GFHP+20%	Raises GF's HP by 20%	GF	0/70
	GFHP+30%	Raises GF's HP by 30%	GF	0/140
	Recov Med-RF	Refine recovery medicine from an item	Menu	0/30
O=====O	Leviathan	(000B8) Description	Type	AP
O=====O	Spr-J	Junctions Magic to Spirit	Junction	N/A
	Magic	Use Magic Command	Command	N/A
	GF	Use GF command	Command	N/A
	Draw	Use Draw Command	Command	N/A
	Item	Use Item Command	Command	N/A
	Recover	Fully restores character's HP	Command	0/200
	HP+20%	Raises HP by 20%	Character	0/60
	HP+40%	Raises HP by 40%	Character	0/120
	HP+80%	Raises HP by 80%	Character	0/240
	Str+20%	Raises Str by 20%	Character	0/60
	Str+40%	Raises Str by 40%	Character	0/120
	Vit+20%	Raises Vit by 20%	Character	0/60
	Vit+40%	Raises Vit by 40%	Character	0/120
	Mag+20%	Raises Magic damage by 20%	Character	0/60

	Mag+40%	Raises Magic damage by 40%	Character	0/120
	Spr+20%	Raises Spr by 20%	Character	0/60
	Spr+40%	Raises Spr by 40%	Character	0/120
	Spr Bonus	Gives a +1 bonus to Spr at level up	Character	0/100
	Auto-Potion	Use potion automatically when hit	Character	0/150
	SumMag+10%	Raises SumMag damage by 10%	GF	0/40
	SumMag+20%	Raises SumMag damage by 20%	GF	0/70
	SumMag+30%	Raises SumMag damage by 30%	GF	0/140
	GFHP+10%	Raises GF's HP by 10%	GF	0/40
	GFHP+20%	Raises GF's HP by 20%	GF	0/70
	GFHP+30%	Raises GF's HP by 30%	GF	0/140
	Boost	Boost GF	GF	0/10
	Supt Mag-RF	Refine support magic from an item	Menu	0/20
	GFRecovMedRF	Refine GF recovery medicine from an item	Menu	0/30
O=====O	Pandemona	(000B9) Description	Type	AP
O=====O	Str-J	Junctions Magic to Strength	Junction	N/A
	Spd-J	Junctions Magic to Speed	Junction	0/120
	Elem-Atk-J	Junctions Magic to Elem-Atk	Junction	N/A
	Elem-Def-J	Junctions Magic to Elem-Def	Junction	N/A
	Elem-Def-Jx2	Junctions two Magic to Elem-Def	Junction	0/130
	Magic	Use Magic Command	Command	N/A
	GF	Use GF command	Command	N/A
	Draw	Use Draw Command	Command	N/A
	Item	Use Item Command	Command	N/A
	Absorb	Absorbs HP from an enemy	Command	0/80
	Str+20%	Raises Str by 20%	Character	0/60
	Str+40%	Raises Str by 40%	Character	0/120
	Spd+20%	Raises Spd by 20%	Character	0/150
	Spd+40%	Raises Spd by 40%	Character	0/200
	Initiative	Begin battle with full ATB gauge	Character	0/160

	SumMag+10%	Raises SumMag damage by 10%	GF	0/40
	SumMag+20%	Raises SumMag damage by 20%	GF	0/70
	SumMag+30%	Raises SumMag damage by 30%	GF	0/140
	GFHP+10%	Raises GF's HP by 10%	GF	0/40
	GFHP+20%	Raises GF's HP by 20%	GF	0/70
	GFHP+30%	Raises GF's HP by 30%	GF	0/140
	Boost	Boost GF	GF	0/10
O=====O				
	Cerberus	(000BA) Description	Type	AP
O=====O				
	Str-J	Junctions Magic to Strength	Junction	N/A
	Mag-J	Junctions Magic to Magic	Junction	0/50
	Spr-J	Junctions Magic to Spirit	Junction	0/50
	Spd-J	Junctions Magic to Speed	Junction	0/120
	Hit-J	Junctions Magic to Hit	Junction	N/A
	ST-Atk-J	Junctions Magic to ST-Atk	Junction	0/160
	ST-Def-J	Junctions Magic to ST-Def	Junction	0/100
	ST-Def-Jx2	Junctions two Magic to ST-Def	Junction	0/130
	ST-Def-Jx4	Junctions four Magic to ST-Def	Junction	0/180
	Abilityx3	Character can equip three abilities	Junction	N/A
	Magic	Use Magic Command	Command	N/A
	GF	Use GF command	Command	N/A
	Draw	Use Draw Command	Command	N/A
	Item	Use Item Command	Command	N/A
	Spd+20%	Raises Spd by 20%	Character	0/150
	Spd+40%	Raises Spd by 40%	Character	0/200
	Auto-Haste	Automatically in haste state	Character	0/250
	Expandx3-1	Uses one magic under Triple status	Character	0/250
	Alert	Disables back attacks	Character	0/200
	GFHP+10%	Raises GF's HP by 10%	GF	0/40
	GFHP+20%	Raises GF's HP by 20%	GF	0/70
	GFHP+30%	Raises GF's HP by 30%	GF	0/140

O=====O		O=====O	
Alexander	(000BB)	Description	Type AP
O=====O		O=====O	
Spr-J	Junctions Magic to Spirit	Junction	N/A
Elem-Atk-J	Junctions Magic to Elem-Atk	Junction	N/A
Elem-Def-J	Junctions Magic to Elem-Def	Junction	0/160
Elem-Def-Jx2	Junctions two Magic to Elem-Def	Junction	N/A
Elem-Def-Jx4	Junctions four Magic to Elem-Def	Junction	0/180
Abilityx3	Character can equip three abilties	Junction	N/A
Magic	Use Magic Command	Command	N/A
GF	Use GF command	Command	N/A
Draw	Use Draw Command	Command	N/A
Item	Use Item Command	Command	N/A
Revive	Remove KO status	Command	0/200
Spr+20%	Raises Spr by 20%	Character	0/60
Spr+40%	Raises Spr by 40%	Character	0/120
Med Data	Items heal you double in battle	Character	0/200
SumMag+10%	Raises SumMag damage by 10%	GF	0/40
SumMag+20%	Raises SumMag damage by 20%	GF	0/70
SumMag+30%	Raises SumMag damage by 30%	GF	0/140
GFHP+10%	Raises GF's HP by 10%	GF	0/40
GFHP+20%	Raises GF's HP by 20%	GF	0/70
GFHP+30%	Raises GF's HP by 30%	GF	0/140
Boost	Boost GF	GF	0/10
High Mag-RF	Refine high level magic from mid level	Menu	0/60
Med LV Up	Refines stronger healing items	Menu	0/120
O=====O		O=====O	
Doomtrain	(000BC)	Description	Type AP
O=====O		O=====O	
Elem-Atk-J	Junctions Magic to Elem-Atk	Junction	N/A
ST-Atk-J	Junctions Magic to ST-Atk	Junction	N/A
Elem-Def-Jx4	Junctions four Magic to Elem-Def	Junction	0/180
ST-Def-Jx4	Junctions four Magic to ST-Def	Junction	0/180
Abilityx3	Character can equip three abilties	Junction	N/A

	Magic	Use Magic Command	Command	N/A
	GF	Use GF command	Command	N/A
	Draw	Use Draw Command	Command	N/A
	Item	Use Item Command	Command	N/A
	Darkside	Raises damage but harms character	Command	0/100
	Absorb	Absorbs HP from an enemy	Command	0/80
	Auto-Shell	Magic shell is automatically in effect	Character	0/250
	SumMag+10%	Raises SumMag damage by 10%	GF	0/40
	SumMag+20%	Raises SumMag damage by 20%	GF	0/70
	SumMag+30%	Raises SumMag damage by 30%	GF	0/140
	SumMag+40%	Raises SumMag damage by 40%	GF	0/200
	GFHP+10%	Raises GF's HP by 10%	GF	0/40
	GFHP+20%	Raises GF's HP by 20%	GF	0/70
	GFHP+30%	Raises GF's HP by 30%	GF	0/140
	GFHP+40%	Raises GF's HP by 40%	GF	0/200
	Boost	Boost GF	GF	0/10
	Junk Shop	Summon a Junk Shop from the menu	Menu	N/A
	ForbidMedRF	Refine forbidden medicine from an item	Menu	0/200
O=====O				O=====O
	Bahamut	(000BD) Description	Type	AP
O=====O				O=====O
	Abilityx4	Character can equip four abilties	Junction	N/A
	Magic	Use Magic Command	Command	N/A
	GF	Use GF command	Command	N/A
	Draw	Use Draw Command	Command	N/A
	Item	Use Item Command	Command	N/A
	Str+60%	Raises Str by 60%	Character	N/A
	Mag+60%	Raises Magic damage by 60%	Character	N/A
	Mug	Steal item while attacking	Character	0/200
	Move-HP Up	HP increases as you move	Character	0/200
	Auto-Protect	Protect magic automatically in effect	Character	0/250
	Expandx2-1	Uses one magic spell in double status	Character	0/250

	Rare Item	Enemy drops rare items more often	Character	0/250
	SumMag+10%	Raises SumMag damage by 10%	GF	0/40
	SumMag+20%	Raises SumMag damage by 20%	GF	0/70
	SumMag+30%	Raises SumMag damage by 30%	GF	0/140
	SumMag+40%	Raises SumMag damage by 40%	GF	0/200
	GFHP+10%	Raises GF's HP by 10%	GF	0/40
	GFHP+20%	Raises GF's HP by 20%	GF	0/70
	GFHP+30%	Raises GF's HP by 30%	GF	0/140
	GFHP+40%	Raises GF's HP by 40%	GF	0/200
	Boost	Boost GF	GF	0/10
	ForbidMagRF	Refines items into forbidden magic	Menu	N/A
O=====O				
	Cactuar	(000BE) Description	Type	AP
O=====O				
	Eva-J	Junctions Magic to Evade	Junction	0/200
	Luck-J	Junctions Magic to Luck	Junction	0/200
	Magic	Use Magic Command	Command	N/A
	GF	Use GF command	Command	N/A
	Draw	Use Draw Command	Command	N/A
	Item	Use Item Command	Command	N/A
	Defend	Reduce damage from physical attacks	Command	0/100
	Kamikaze	Kill yourself for massive damage	Command	0/100
	Evade+30%	Raises Eva by 30%	Character	0/150
	Luck+50%	Raises Luck by 50%	Character	0/200
	Initiative	Begin battle with full ATB gauge	Character	0/160
	Move-HP Up	HP increases as you move	Character	0/200
	HP Bonus	Gives a +30 bonus to HP at level up	Character	N/A
	Str Bonus	Gives a +1 bonus to Str at level up	Character	N/A
	Vit Bonus	Gives a +1 bonus to Vit at level up	Character	N/A
	Mag Bonus	Gives a +1 bonus to Mag at level up	Character	N/A
	Spr Bonus	Gives a +1 bonus to Spr at level up	Character	N/A
	Auto-Potion	Use potion automatically when hit	Character	0/150

Expandx2-1	Uses one magic spell in double status	Character	0/250
GFHP+10%	Raises GF's HP by 10%	GF	0/40
GFHP+20%	Raises GF's HP by 20%	GF	0/70
GFHP+30%	Raises GF's HP by 30%	GF	0/140
O=====O=====O=====O=====O			
TonberryKing	(000BF) Description	Type	AP
O=====O=====O=====O=====O			
HP-J	Junctions Magic to HP	Junction	0/200
Str-J	Junctions Magic to Strength	Junction	0/50
Vit-J	Junctions Magic to Vitality	Junction	0/50
Mag-J	Junctions Magic to Magic	Junction	0/50
Spr-J	Junctions Magic to Spirit	Junction	0/50
Hit-J	Junctions Magic to Hit	Junction	0/120
Spd-J	Junctions Magic to Speed	Junction	0/120
Elem-Atk-J	Junctions Magic to Elem-Atk	Junction	N/A
Elem-Def-J	Junctions Magic to Elem-Def	Junction	N/A
Elem-Def-Jx2	Junctions two Magic to Elem-Def	Junction	0/130
ST-Atk-J	Junctions Magic to ST-Atk	Junction	N/A
ST-Def-J	Junctions Magic to ST-Def	Junction	N/A
ST-Def-Jx2	Junctions two Magic to ST-Def	Junction	0/130
Abilityx3	Character can equip three abilities	Junction	N/A
Magic	Use Magic Command	Command	N/A
GF	Use GF command	Command	N/A
Draw	Use Draw Command	Command	N/A
Item	Use Item Command	Command	N/A
LV Down	Increases enemy level	Command	N/A
LV Up	Decreases enemy level	Command	N/A
Evade+30%	Raises Eva by 30%	Character	0/150
Luck+50%	Raises Luck by 50%	Character	0/200
Initiative	Begin battle with full ATB gauge	Character	0/160
Move-HP Up	HP increases as you move	Character	0/200
Auto-Potion	Use potion automatically when hit	Character	0/150

	SumMag+10%	Raises SumMag damage by 10%	GF	0/40
	SumMag+20%	Raises SumMag damage by 20%	GF	0/70
	SumMag+30%	Raises SumMag damage by 30%	GF	0/140
	GFHP+10%	Raises GF's HP by 10%	GF	0/40
	GFHP+20%	Raises GF's HP by 20%	GF	0/70
	GFHP+30%	Raises GF's HP by 30%	GF	0/140
	Boost	Boost GF	GF	0/10
	Haggle	Lower shop prices for purchase	Menu	0/150
	Sell-High	Increase your selling prices	Menu	0/150
	Familiar	Add items to shop inventory	Menu	0/150
	Call Shop	Access an item shop from the menu	Menu	0/200
O=====O	Eden	(000BG) Description	Type	AP
O=====O	Spd-J	Junctions Magic to Speed	Junction	N/A
	Eva-J	Junctions Magic to Evade	Junction	N/A
	Hit-J	Junctions Magic to Hit	Junction	N/A
	Elem-Atk-J	Junctions Magic to Elem-Atk	Junction	N/A
	Elem-Def-J	Junctions Magic to Elem-Def	Junction	N/A
	Elem-Def-Jx2	Junctions two Magic to Elem-Def	Junction	0/130
	ST-Atk-J	Junctions Magic to ST-Atk	Junction	N/A
	ST-Def-J	Junctions Magic to ST-Def	Junction	N/A
	ST-Def-Jx2	Junctions two Magic to ST-Def	Junction	0/130
	Abilityx3	Character can equip three abilities	Junction	N/A
	Magic	Use Magic Command	Command	N/A
	GF	Use GF command	Command	N/A
	Draw	Use Draw Command	Command	N/A
	Item	Use Item Command	Command	N/A
	Mad Rush	Uses Protect and berserk on party	Command	0/60
	Darkside	Raises damage but harms character	Command	0/100
	Devour	Devour enemy and maybe get a bonus too	Command	N/A
	Luck+50%	Raises Luck by 50%	Character	0/200

Expandx3-1	Uses one magic under Triple status	Character	0/250
SumMag+10%	Raises SumMag damage by 10%	GF	0/40
SumMag+20%	Raises SumMag damage by 20%	GF	0/70
SumMag+30%	Raises SumMag damage by 30%	GF	0/140
SumMag+40%	Raises SumMag damage by 40%	GF	0/200
GFHP+10%	Raises GF's HP by 10%	GF	0/40
GFHP+20%	Raises GF's HP by 20%	GF	0/70
GFHP+30%	Raises GF's HP by 30%	GF	0/140
GFHP+40%	Raises GF's HP by 40%	GF	0/200
Boost	Boost GF	GF	0/10
GFAblMedRF	Refines GF ability medicine from an item	Menu	0/30

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| Card List (000A0) |
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Name	Up	Left	Rght	Down	Elemental	Page
Geezard	1	5	4	1	N/A	Page 1
Funguar	5	3	1	1	N/A	Page 1
Bite Bug	1	5	3	3	N/A	Page 1
Red Bat	6	2	1	1	N/A	Page 1
Blobra	2	5	3	1	N/A	Page 1
Gayla	2	4	1	4	Thunder	Page 1
Gesper	1	1	5	4	N/A	Page 1
Fastitocalon-F	3	1	5	2	Earth	Page 1
Blood Soul	2	1	1	6	N/A	Page 1
Caterchipillar	4	3	2	4	N/A	Page 1
Cockatrice	2	6	1	2	Thunder	Page 1
Grat	7	1	1	3	N/A	Page 2
Buel	6	3	2	2	N/A	Page 2
Mesmerize	5	4	3	3	N/A	Page 2

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	Belhelmel	3	3	4	5	N/A	Page 2
	Thrustaevis	5	5	3	2	Wind	Page 2
	Anacondaur	5	5	1	3	Poison	Page 2
	Creeps	5	2	2	5	Thunder	Page 2
	Grendel	4	2	4	5	Thunder	Page 2
	Jelleye	3	7	2	1	N/A	Page 2
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	Forbidden	6	2	6	3	N/A	Page 3
	Armadodo	6	6	3	1	Earth	Page 3
	Tri-Face	3	5	5	5	Poison	Page 3
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	Ochu	5	3	6	3	N/A	Page 3
	Sam08G	5	4	6	2	Fire	Page 3
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	Abyss Worm	7	5	2	3	Earth	Page 3
	Turtapod	2	7	3	6	N/A	Page 4
	Vysage	6	5	5	4	N/A	Page 4
	T-Rexaur	4	7	6	2	N/A	Page 4
	Bomb	2	3	7	6	Fire	Page 4
	Blitz	1	7	6	4	Thunder	Page 4
	Wendigo	7	6	3	1	N/A	Page 4
	Torama	7	4	4	4	N/A	Page 4
	Imp	3	6	7	3	N/A	Page 4
	Blue Dragon	6	3	2	7	Poison	Page 4
	Adamantoise	4	6	5	5	Earth	Page 4
	Hexadragon	7	3	5	4	Fire	Page 4

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Behemoth	3	7	6	5	N/A	Page 5	
Chimera	7	3	6	5	Water	Page 5	
Pupu	3	1	A	2	N/A	Page 5	
Elastoid	6	7	2	6	N/A	Page 5	
Gim47N	5	4	5	7	N/A	Page 5	
Malboro	7	2	7	4	Poison	Page 5	
Ruby Dragon	7	4	2	7	Fire	Page 5	
Elnoyle	5	6	3	7	N/A	Page 5	
Tonberry King	4	4	6	7	N/A	Page 5	
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Fujin, Raijin	2	4	8	8	N/A	Page 6	
Elvoret	7	4	8	3	Wind	Page 6	
X-ATM092	4	3	8	7	N/A	Page 6	
Granaldo	7	5	2	8	N/A	Page 6	
Gerogero	1	3	8	8	Poison	Page 6	
Iguion	8	2	2	8	N/A	Page 6	
Abadon	6	5	8	4	N/A	Page 6	
Trauma	4	6	8	5	N/A	Page 6	
Oilboyle	1	8	8	4	N/A	Page 6	
Shumi Tribe	6	4	5	8	N/A	Page 6	
Krysta	7	1	5	8	N/A	Page 6	
Propagator	8	8	4	4	N/A	Page 7	
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Mobile Type 8	8	3	7	6	N/A	Page 7	
Sphinxara	8	8	3	5	N/A	Page 7	
Tiamat	8	4	8	5	N/A	Page 7	
BGH251F2	5	5	7	8	N/A	Page 7	

Red Giant	6	7	8	4	N/A	Page 7	
Catoblepas	1	7	8	7	N/A	Page 7	
Ultima Weapon	7	8	7	2	N/A	Page 7	
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Angelo	9	3	6	7	N/A	Page 8	
Gilgamesh	3	6	7	9	N/A	Page 8	
MiniMog	9	2	3	9	N/A	Page 8	
Chicobo	9	4	4	8	N/A	Page 8	
Quezacotl	2	4	9	9	Thunder	Page 8	
Shiva	6	9	7	4	Ice	Page 8	
Ifrit	9	8	6	2	Fire	Page 8	
Siren	8	2	9	6	N/A	Page 8	
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Selphie	A	4	8	6	N/A	Page 10	
Quistis	9	2	6	A	N/A	Page 10	

Cura	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	****	0000	****	0000	****	0000	****	****
Low	****	0000	****	0000	****	0000	****	0000	0000
Moderate	0000	0000	0000	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Curaga	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Low	0000	0000	0000	0000	0000	****	****	****	****
Moderate	0000	****	0000	****	0000	0000	0000	0000	00000
High	****	0000	****	0000	****	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Cure	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	****	****	0000	****	0000	****	****	****	****
Low	0000	0000	****	0000	****	0000	0000	0000	0000
Moderate	0000	0000	0000	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Death	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Low	0000	****	****	0000	0000	****	****	****	0000
Moderate	****	0000	0000	****	0000	0000	0000	0000	****
High	0000	0000	0000	0000	****	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Demi	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Low	****	0000	****	0000	****	****	****	****	****
Moderate	0000	****	0000	****	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Dispel	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	****	0000	0000	0000	0000	0000	0000	0000
Low	0000	0000	0000	****	0000	****	****	****	****
Moderate	****	0000	****	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	****	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000

Double	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	****	0000	****	0000	****	0000	0000	0000	****
Low	0000	****	0000	****	0000	****	****	0000	0000
Moderate	0000	0000	0000	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	****	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Drain	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	****	****	0000	0000	0000	0000	0000	0000	****
Low	0000	0000	0000	****	****	****	****	****	0000
Moderate	0000	0000	****	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Esuna	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	****	0000	****	0000	****	****	****	0000
Low	****	0000	0000	0000	0000	0000	0000	0000	****
Moderate	0000	0000	****	0000	****	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Fira	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	****	0000	****	0000	****	0000	0000	0000	0000
Low	0000	****	0000	****	0000	****	****	****	****
Moderate	0000	0000	0000	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Firaga	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Low	0000	0000	****	0000	****	****	****	0000	****
Moderate	****	****	0000	****	0000	0000	0000	****	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Fire	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	****	****	****	****	****	0000	0000	0000	0000
Low	0000	0000	0000	0000	0000	****	****	****	****
Moderate	0000	0000	0000	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000

[illegible]

Stop	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Low	0000	****	****	0000	****	0000	0000	0000	****
Moderate	****	0000	0000	****	0000	0000	****	****	0000
High	0000	0000	0000	0000	0000	****	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Thundaga	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Low	0000	0000	****	0000	****	****	****	0000	****
Moderate	****	****	0000	****	0000	0000	0000	****	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Thundara	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	****	0000	****	0000	****	0000	0000	0000	0000
Low	0000	****	0000	****	0000	****	****	****	****
Moderate	0000	0000	0000	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Thunder	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	****	****	****	****	****	0000	0000	0000	0000
Low	0000	0000	0000	0000	0000	****	****	****	****
Moderate	0000	0000	0000	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Tornado	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Low	0000	0000	****	0000	****	0000	0000	0000	****
Moderate	0000	****	0000	****	0000	****	****	****	0000
High	****	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Triple	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	0000	****	0000	****	0000	0000	0000	0000
Low	0000	0000	0000	0000	0000	0000	0000	0000	0000
Moderate	0000	0000	0000	0000	0000	0000	0000	0000	****
High	****	****	0000	****	0000	0000	****	0000	0000
Maximum	0000	0000	0000	0000	0000	****	0000	****	0000

Ultima	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Low	0000	0000	0000	0000	0000	0000	0000	0000	0000
Moderate	0000	0000	0000	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	****	****	****	****
Maximum	****	****	****	****	****	0000	0000	0000	0000
Water	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	****	0000	****	0000	****	0000	0000	0000	0000
Low	0000	****	0000	0000	0000	****	****	****	****
Moderate	0000	0000	0000	****	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000
Zombie	HP	STR	VIT	MAG	SPR	SPD	EVA	HIT	LUK
Minimum	0000	0000	0000	0000	****	****	****	****	****
Low	****	****	****	****	0000	0000	0000	0000	0000
Moderate	0000	0000	0000	0000	0000	0000	0000	0000	0000
High	0000	0000	0000	0000	0000	0000	0000	0000	0000
Maximum	0000	0000	0000	0000	0000	0000	0000	0000	0000

0=====0

Magic List

(000L0)

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Aero

Type: Thunder

Element: Wind

Upgrade: Yes

=====

Status Attack	Status Defense	Elemental Attack	Elemental Defense
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....Yes	Wind.....Yes
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No		
Confusion.....No	Confusion.....No		
Petrify.....No	Petrify.....No	The basic wind elemental magic spell	
Zombie.....No	Zombie.....No	that does weak wind damage.	
Curse.....No	Curse.....No		
Aura	Type: Support	Element: N/A	Upgrade: No

	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....Yes		
			Puts character into Aura status letting them use limits always.	
	=====	=====	=====	=====
	Berserk	Type: Status	Element: N/A	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....Yes	Berserk.....Yes	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			Use on enemy to attempt to inflict the berserk status ailment.	
	=====	=====	=====	=====
	Bio	Type: Status	Element: Poison	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....Yes	Poison.....Yes	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....Yes	Poison.....Yes
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			Deals poison type damage to target and inflicts the poison status.	
	=====	=====	=====	=====
	Blind	Type: Status	Element: N/A	Upgrade: No
	=====	=====	=====	=====

	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....Yes	Darkness.....Yes	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	----- Use on enemy to attempt to inflict the darkness status ailment.	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
	=====	=====	=====	=====
	Blizzaga	Type: Ice	Element: Ice	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....Yes	Ice.....Yes
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	----- The highest level ice spell that does a lot of ice damage to an enemy	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
	=====	=====	=====	=====
	Blizzara	Type: Ice	Element: Ice	Upgrade: Yes
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....Yes	Ice.....Yes
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	----- The mid-level ice spell that does a moderate amount of ice damage.	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
	=====	=====	=====	=====
	Blizzard	Type: Ice	Element: Ice	Upgrade: Yes
	=====	=====	=====	=====

	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....Yes	Ice.....Yes
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
	=====	=====	=====	=====
	Break	Type: Status	Element: N/A	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....Yes	Petrify.....Yes		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
	=====	=====	=====	=====
	Confuse	Type: Status	Element: N/A	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
	=====	=====	=====	=====
	Cura	Type: Life	Element: N/A	Upgrade: Yes
	=====	=====	=====	=====

	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No	One level up from the basic Cure spell, heals a decent amount of HP.	
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
=====	=====	=====	=====	=====
	Curaga	Type: Life	Element: N/A	Upgrade: No
=====	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No	The maximum level of healing spell. Heals back thousands of hit points.	
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
=====	=====	=====	=====	=====
	Cure	Type: Life	Element: N/A	Upgrade: Yes
=====	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No	The basic healing spell, good for the beginning of the game.	
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
=====	=====	=====	=====	=====
	Death	Type: Life	Element: N/A	Upgrade: No
=====	=====	=====	=====	=====

	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....Yes	Death.....Yes	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			Ironically a life type spell, this will kill your enemies instantly.	
	=====	=====	=====	=====
	Demi	Type: Time	Element: N/A	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			Demi reduces a target's HP by a certain percent rather than damage.	
	=====	=====	=====	=====
	Dispel	Type: Support	Element: N/A	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....Yes	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			Removes magic effects from a character like Haste or Reflect.	
	=====	=====	=====	=====
	Double	Type: Time	Element: N/A	Upgrade: Yes
	=====	=====	=====	=====

Status Attack	Status Defense	Elemental Attack	Elemental Defense
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	----- Cast this magic on an ally and they can cast magic spells per turn.	
Confusion.....No	Confusion.....No		
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
=====	=====	=====	=====
Drain	Type: Support	Element: N/A	Upgrade: No
Status Attack	Status Defense	Elemental Attack	Elemental Defense
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....Yes	Drain.....Yes	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	----- Damages the enemy and heals the character using it.	
Confusion.....No	Confusion.....No		
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
=====	=====	=====	=====
Esuna	Type: Support	Element: N/A	Upgrade: No
Status Attack	Status Defense	Elemental Attack	Elemental Defense
Slow.....No	Slow.....Yes	Fire.....No	Fire.....No
Stop.....No	Stop.....Yes	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....Yes	Earth.....No	Earth.....No
Darkness.....No	Darkness.....Yes	Poison.....No	Poison.....No
Silence.....No	Silence.....Yes	Wind.....No	Wind.....No
Berserk.....No	Berserk.....Yes	Holy.....No	Holy.....No
Sleep.....No	Sleep.....Yes	----- Cures any abnormal status ailments on the person you cast it on.	
Confusion.....No	Confusion....Yes		
Petrify.....No	Petrify.....Yes		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....Yes		
=====	=====	=====	=====
Fira	Type: Fire	Element: Fire	Upgrade: Yes
=====			

	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....Yes	Fire.....Yes
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No	The second level fire magic spell.	
	Zombie.....No	Zombie.....No	Does moderate fire damage to enemy.	
	Curse.....No	Curse.....No		
	=====	=====	=====	=====
	Fireaga	Type: Fire	Element: Fire	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....Yes	Fire.....Yes
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No	The most powerful fire magic spell,	
	Zombie.....No	Zombie.....No	does a lot of fire damage to enemy.	
	Curse.....No	Curse.....No		
	=====	=====	=====	=====
	Fire	Type: Fire	Element: Fire	Upgrade: Yes
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....Yes	Fire.....Yes
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No	The basic fire spell. Does weak	
	Zombie.....No	Zombie.....No	fire-elemental damage to enemy.	
	Curse.....No	Curse.....No		
	=====	=====	=====	=====
	Flare	Type: Fire	Element: N/A	Upgrade: No
	=====	=====	=====	=====

	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....Yes
	Stop.....No	Stop.....No	Ice.....No	Ice.....Yes
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....Yes
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			Does a high amount of non-elemental damage to a single enemy in battle.	
	=====	=====	=====	=====
	Full-Life	Type: Life	Element: N/A	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....Yes
	Stop.....No	Stop.....No	Ice.....No	Ice.....Yes
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....Yes
	Death.....No	Death.....Yes	Water.....No	Water.....Yes
	Poison.....No	Poison.....No	Earth.....No	Earth.....Yes
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....Yes
	Silence.....No	Silence.....No	Wind.....No	Wind.....Yes
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....Yes
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			Revives and fully restore the HP of any character under KO status.	
	=====	=====	=====	=====
	Haste	Type: Time	Element: N/A	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			Gives the haste status to a party member increasing ATB speed.	
	=====	=====	=====	=====
	Holy	Type: Life	Element: Holy	Upgrade: No
	=====	=====	=====	=====

Status Attack	Status Defense	Elemental Attack	Elemental Defense
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....Yes	Thunder.....No	Thunder.....No
Death.....No	Death.....Yes	Water.....No	Water.....No
Poison.....No	Poison.....Yes	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....Yes	Holy.....Yes	Holy.....Yes
Sleep.....No	Sleep.....Yes	----- Causes a large amount of Holy type damage to a single enemy.	
Confusion.....No	Confusion....Yes		
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....Yes		
Curse.....No	Curse.....Yes		
Life	Type: Life	Element: N/A	Upgrade: Yes
Status Attack	Status Defense	Elemental Attack	Elemental Defense
Slow.....No	Slow.....No	Fire.....No	Fire.....Yes
Stop.....No	Stop.....No	Ice.....No	Ice.....Yes
Drain.....No	Drain.....No	Thunder.....No	Thunder.....Yes
Death.....No	Death.....Yes	Water.....No	Water.....Yes
Poison.....No	Poison.....No	Earth.....No	Earth.....Yes
Darkness.....No	Darkness.....No	Poison.....No	Poison.....Yes
Silence.....No	Silence.....No	Wind.....No	Wind.....Yes
Berserk.....No	Berserk.....No	Holy.....No	Holy.....Yes
Sleep.....No	Sleep.....No	----- Cast on a character under the KO status and they will be revived.	
Confusion.....No	Confusion....No		
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
Meltdown	Type: Status	Element: N/A	Upgrade: No
Status Attack	Status Defense	Elemental Attack	Elemental Defense
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	----- Deals damage to enemy and reduces their total defense to zero.	
Confusion.....No	Confusion....No		
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
Pain	Type: Status	Element: N/A	Upgrade: No

	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....Yes	Poison.....Yes	Earth.....No	Earth.....No
	Darkness.....Yes	Darkness.....Yes	Poison.....No	Poison.....No
	Silence.....Yes	Silence.....Yes	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			Inflicts multiple status ailments on the enemy.	
	=====	=====	=====	=====
	Protect	Type: Support	Element: N/A	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....Yes
	Stop.....No	Stop.....No	Ice.....No	Ice.....Yes
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....Yes
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....No	Earth.....No
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			Halves the amount of physical damage taken by the target.	
	=====	=====	=====	=====
	Quake	Type: Time	Element: Earth	Upgrade: No
	=====	=====	=====	=====
	Status Attack	Status Defense	Elemental Attack	Elemental Defense
	-----	-----	-----	-----
	Slow.....No	Slow.....No	Fire.....No	Fire.....No
	Stop.....No	Stop.....No	Ice.....No	Ice.....No
	Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
	Death.....No	Death.....No	Water.....No	Water.....No
	Poison.....No	Poison.....No	Earth.....Yes	Earth.....Yes
	Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
	Silence.....No	Silence.....No	Wind.....No	Wind.....No
	Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
	Sleep.....No	Sleep.....No	-----	
	Confusion.....No	Confusion.....No		
	Petrify.....No	Petrify.....No		
	Zombie.....No	Zombie.....No		
	Curse.....No	Curse.....No		
			The basic Earth magic spell hits all non-flying enemies for damage.	
	=====	=====	=====	=====
	Reflect	Type: Support	Element: N/A	Upgrade: No
	=====	=====	=====	=====

Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----	-----	-----	-----
Slow.....No	Slow.....Yes	Fire.....No	Fire.....No
Stop.....No	Stop.....Yes	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....Yes	Earth.....No	Earth.....No
Darkness.....No	Darkness.....Yes	Poison.....No	Poison.....No
Silence.....No	Silence.....Yes	Wind.....No	Wind.....No
Berserk.....No	Berserk.....Yes	Holy.....No	Holy.....No
Sleep.....No	Sleep.....Yes	-----	
Confusion.....No	Confusion....Yes		
Petrify.....No	Petrify.....Yes	Bounces any magic aimed at the	
Zombie.....No	Zombie.....No	character back onto the enemy.	
Curse.....No	Curse.....No		
=====	=====	=====	=====
Regen	Type: Life	Element: N/A	Upgrade: No

=====+=====+=====+=====			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+-----+-----+-----			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No	Gradually heals the HP of someone in battle. Not used in the menu.	
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
=====+=====+=====+=====			
Shell	Type: Support	Element: N/A	Upgrade: No

Status Attack	Status Defense	Elemental Attack	Elemental Defense
Slow.....No	Slow.....No	Fire.....No	Fire.....Yes
Stop.....No	Stop.....No	Ice.....No	Ice.....Yes
Drain.....No	Drain.....No	Thunder.....No	Thunder.....Yes
Death.....No	Death.....No	Water.....No	Water.....Yes
Poison.....No	Poison.....No	Earth.....No	Earth.....Yes
Darkness.....No	Darkness.....No	Poison.....No	Poison.....Yes
Silence.....No	Silence.....No	Wind.....No	Wind.....Yes
Berserk.....No	Berserk.....No	Holy.....No	Holy.....Yes
Sleep.....No	Sleep.....No	Halves the amount of magic damage taken by the target.	
Confusion.....No	Confusion.....No		
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
Silence	Type: Status	Element: N/A	Upgrade: No

=====+=====+=====+=====			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+-----+-----+-----			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....Yes	Silence.....Yes	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No	Use on enemy to attempt to inflict the silence status ailment.	
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
=====+=====+=====+=====			
Sleep	Type: Status	Element: N/A	Upgrade: No
=====+=====+=====+=====			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+-----+-----+-----			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....Yes	Sleep.....Yes	-----	
Confusion.....No	Confusion.....No	Use on enemy to attempt to inflict the sleep status ailment.	
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
=====+=====+=====+=====			
Slow	Type: Time	Element: N/A	Upgrade: No
=====+=====+=====+=====			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+-----+-----+-----			
Slow.....Yes	Slow.....Yes	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No	Inflicts the slow status on an enemy decreasing thier ATP gauge speed.	
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
=====+=====+=====+=====			
Stop	Type: Time	Element: N/A	Upgrade: No

=====+=====+=====+=====			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+-----+-----+-----			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....Yes	Stop.....Yes	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No		
Petrify.....No	Petrify.....No	Inflicts the stop status on an	
Zombie.....No	Zombie.....No	enemy, halting their ATP gauge.	
Curse.....No	Curse.....No		
=====+=====+=====+=====			
Thundaga	Type: Thunder	Element: Thunder	Upgrade: No
=====+=====+=====+=====			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+-----+-----+-----			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....Yes	Thunder.....Yes
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No		
Petrify.....No	Petrify.....No	The highest level thunder spell that	
Zombie.....No	Zombie.....No	does a lot of thunder damage.	
Curse.....No	Curse.....No		
=====+=====+=====+=====			
Thundara	Type: Thunder	Element: Thunder	Upgrade: Yes
=====+=====+=====+=====			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+-----+-----+-----			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No		
Petrify.....No	Petrify.....No	The mid-level thunder spell that	
Zombie.....No	Zombie.....No	does moderate damage to an enemy.	
Curse.....No	Curse.....No		
=====+=====+=====+=====			
Thunder	Type: Thunder	Element: Thunder	Upgrade: Yes

=====+=====+=====+=====			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+-----+-----+-----			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....Yes	Thunder.....Yes
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No	The basic thunder spell which does a weak amount of damage to an enemy.	
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
=====+=====+=====+=====			
Tornado	Type: Thunder	Element: Wind	Upgrade: No
=====+=====+=====+=====			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+-----+-----+-----			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....Yes	Wind.....Yes
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No	The high level wind-elemental magic spell deals wind damage to enemies.	
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
=====+=====+=====+=====			
Triple	Type: Time	Element: N/A	Upgrade: No
=====+=====+=====+=====			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+-----+-----+-----			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No	Cast this magic on an ally and they can use three magic spells per turn.	
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
=====+=====+=====+=====			
Water	Type: Ice	Element: Water	Upgrade: No

=====+			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....Yes	Water.....Yes
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No	The basic and only water spell that does moderate water damage to enemy.	
Petrify.....No	Petrify.....No		
Zombie.....No	Zombie.....No		
Curse.....No	Curse.....No		
=====+			
Zombie	Type: Life	Element: N/A	Upgrade: No
=====+			
Status Attack	Status Defense	Elemental Attack	Elemental Defense
-----+			
Slow.....No	Slow.....No	Fire.....No	Fire.....No
Stop.....No	Stop.....No	Ice.....No	Ice.....No
Drain.....No	Drain.....No	Thunder.....No	Thunder.....No
Death.....No	Death.....No	Water.....No	Water.....No
Poison.....No	Poison.....No	Earth.....No	Earth.....No
Darkness.....No	Darkness.....No	Poison.....No	Poison.....No
Silence.....No	Silence.....No	Wind.....No	Wind.....No
Berserk.....No	Berserk.....No	Holy.....No	Holy.....No
Sleep.....No	Sleep.....No	-----	
Confusion.....No	Confusion.....No	Inflicts the Zombie status ailment on one of your enemies.	
Petrify.....No	Petrify.....No		
Zombie.....Yes	Zombie.....Yes		
Curse.....No	Curse.....No		
O-----O-----O-----O-----O			

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Monster List	(000D0)
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Abadon	Elem-Weaknesses	Ability Points: 40
=====+		
Hit Points....Very High	Fire.....Weak	A monster born of ancient bones deep in Great Salt Lake. It's assumed that it came to life after the Great Salt Lake dried up.
Strength.....High	Ice.....N/A	
Intelligence..Very High	Thunder..N/A	
Dexterity....Moderate	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Moderate	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....Weak	
=====+		
Abyss Worm	Elem-Weaknesses	Ability Points: 6

Hit Points....Moderate	Fire.....N/A	
Strength.....Low	Ice.....N/A	A head protruding from the
Intelligence..Low	Thunder..N/A	Earth. Only a part of the
Dexterity.....Low	Water....Weak	body is exposed. Uses
Defense.....Low	Earth....Immune	earthquake when attacked by
Spirit.....Low	Poison...N/A	enemies.
Evasion.....Very Low	Wind.....Weak	
	Holy.....N/A	
Adamantoise	Elem-Weaknesses	Ability Points: 4
Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Its high defense ability
Intelligence..Low	Thunder..Weak	makes it difficult to defeat.
Dexterity.....Low	Water....N/A	Owns rare items that make it
Defense.....Very High	Earth....Weak	worth the effort.
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
Adel	Elem-Weaknesses	Ability Points: N/A
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Esthar's ruler before Laguna
Intelligence..Moderate	Thunder..N/A	and company confined her.
Dexterity.....Moderate	Water....N/A	Released by Ultimecia and
Defense.....Moderate	Earth....N/A	gaining strength.
Spirit.....Moderate	Poison...N/A	
Evasion.....Very Low	Wind.....Weak	
	Holy.....Absorbs	
Anacondaur	Elem-Weaknesses	Ability Points: 4
Hit Points....Very High	Fire.....Strong	
Strength.....Moderate	Ice.....Weak	A large venomous snake that
Intelligence..Low	Thunder..N/A	uses squeeze attacks. Use
Dexterity.....Low	Water....N/A	caution when its HP are low;
Defense.....Low	Earth....N/A	it spits poisonous fluid.
Spirit.....Low	Poison...Absorbs	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
Armadodo	Elem-Weaknesses	Ability Points: 3
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Its hard shell is difficult
Intelligence..Low	Thunder..N/A	to damage physically. The
Dexterity.....Low	Water....N/A	legs are small compared to
Defense.....Very High	Earth....N/A	the body and it falls easily
Spirit.....Low	Poison...N/A	when attacked with force.

Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
Bahamut	Elem-Weaknesses	Ability Points: 40
=====		
Hit Points....Very High	Fire.....N/A	
Strength.....High	Ice.....N/A	Called the king of GF; its Mega Flare ignores all defense. Gives assistance freely to those who show their power.
Intelligence..High	Thunder..Immune	
Dexterity.....High	Water....N/A	
Defense.....Low	Earth....Immune	
Spirit.....Low	Poison...Strong	
Evasion.....Very Low	Wind.....Immune	
	Holy.....N/A	
=====		
Base Leader	Elem-Weaknesses	Ability Points: 2
=====		
Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Galbadia Missile Base security leader. Stronger than regular Galbadian soldiers.
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
Base Soldier	Elem-Weaknesses	Ability Points: 1
=====		
Hit Points....Moderate	Fire.....N/A	
Strength.....Low	Ice.....N/A	Galbadia Missile Base security soldiers. Paid a little better than regular Galbadian soldiers.
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
Behemoth	Elem-Weaknesses	Ability Points: 12
=====		
Hit Points....Very High	Fire.....N/A	
Strength.....High	Ice.....N/A	Uses powerful magic such as meteor. A strong enemy that's hard to defeat.
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	
=====		
Belhelmel	Elem-Weaknesses	Ability Points: 2
=====		
Hit Points....Moderate	Fire.....N/A	

Strength.....Low	Ice.....N/A	Has a rotating blade around
Intelligence..Low	Thunder..Strong	its face. Its battle tactics
Dexterity....Low	Water....N/A	change when its face changes.
Defense.....Low	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....Weak	
=====+=====+=====		
BGH251F2	Elem-Weaknesses	Ability Points: 20
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Named Iron Clad for its
Intelligence..Moderate	Thunder..Weak	defense capability. The main
Dexterity....Moderate	Water....Weak	cannon is more powerful than
Defense.....Very High	Earth....Weak	X-ATMO92's Ray-Bomb.
Spirit.....Low	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
BGH251F2	Elem-Weaknesses	Ability Points: 20
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Out of control after being
Intelligence..Moderate	Thunder..Weak	destroyed at the Missile
Dexterity....Moderate	Water....Weak	Base. Can only fight for a
Defense.....Low	Earth....Weak	short amount of time.
Spirit.....Low	Poison...Immune	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
Biggs	Elem-Weaknesses	Ability Points: 4
=====+=====+=====		
Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A Galbadian Major.
Intelligence..Low	Thunder..N/A	Activated the Dollet
Dexterity....Low	Water....N/A	Communication Tower.
Defense.....Moderate	Earth....N/A	Very short-tempered.
Spirit.....Moderate	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
Biggs	Elem-Weaknesses	Ability Points: 10
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	He was a major during the
Intelligence..Low	Thunder..N/A	Dollet Communication Tower
Dexterity....Low	Water....N/A	Operation, but was demoted
Defense.....Low	Earth....N/A	after the operation failed.
Spirit.....Moderate	Poison...N/A	Hates Seed.
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

=====+=====+=====		
Bite Bug	Elem-Weaknesses	Ability Points: 1
=====+=====+=====		
Hit Points....Moderate	Fire.....N/A	A big monster that flies. Stay calm and attack precisely. It's not a very strong enemy.
Strength.....Low	Ice.....Weak	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	
=====+=====+=====		
Blitz	Elem-Weaknesses	Ability Points: 2
=====+=====+=====		
Hit Points....High	Fire.....N/A	Becomes electrified when attacked with Thunder. Attacking it while electrified causes Thunder damage.
Strength.....Low	Ice.....N/A	
Intelligence..Moderate	Thunder..Absorbs	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
Blobra	Elem-Weaknesses	Ability Points: 3
=====+=====+=====		
Hit Points....Moderate	Fire.....N/A	A half-liquid creature resistant to physical attacks. Elemental weaknesses differ with each one that appears.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Very High	Earth....N/A	
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
Blood Soul	Elem-Weaknesses	Ability Points: 1
=====+=====+=====		
Hit Points....High	Fire.....Weak	Floats with gas that fills its body. Looks weak, but its status-changing attacks may prove otherwise.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Very High	Poison...Strong	
Evasion.....Low	Wind.....N/A	
	Holy.....Weak	
=====+=====+=====		
Blue Dragon	Elem-Weaknesses	Ability Points: 6
=====+=====+=====		
Hit Points....Moderate	Fire.....N/A	A dragon that walks on 2 legs. Attacks with breath that causes status changes
Strength.....Low	Ice.....Weak	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	

Defense.....High	Earth....N/A	and drops a rare item called
Spirit.....Very High	Poison...Absorbs	Fury Fragment.
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+		
Bomb	Elem-Weaknesses	Ability Points: 1
=====+		
Hit Points....Moderate	Fire.....Absorbs	
Strength.....Low	Ice.....Weak	A monster powered by fire.
Intelligence..Low	Thunder..N/A	Usually calm, but still a
Dexterity.....Low	Water...N/A	dangerous monster that
Defense.....Low	Earth....Immune	becomes gigantic or explodes
Spirit.....Low	Poison...N/A	when attacked.
Evasion.....Very Low	Wind.....Weak	
	Holy.....N/A	
=====+		
Buel	Elem-Weaknesses	Ability Points: 1
=====+		
Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	Any magic attacks are almost
Intelligence..Low	Thunder..N/A	completely ineffective.
Dexterity.....Low	Water...N/A	However, very weak against
Defense.....Very Low	Earth....Immune	physical attacks.
Spirit.....Very High	Poison...N/A	
Evasion.....Very Low	Wind.....Weak	
	Holy.....Weak	
=====+		
Cactuar	Elem-Weaknesses	Ability Points: 20
=====+		
Hit Points....Moderate	Fire.....N/A	
Strength.....Low	Ice.....N/A	A speedy Cactus of the
Intelligence..Low	Thunder..N/A	desert. Damage always
Dexterity.....Low	Water...Weak	amounts to 1000 with its
Defense.....Low	Earth...N/A	special skill, 1000
Spirit.....Very High	Poison...N/A	Needles.
Evasion.....Very High	Wind.....N/A	
	Holy.....N/A	
=====+		
Caterchipillar	Elem-Weaknesses	Ability Points: 2
=====+		
Hit Points....Moderate	Fire.....Weak	
Strength.....Low	Ice.....Weak	Uses an attack called Ultra
Intelligence..Low	Thunder..N/A	Waves that damages all
Dexterity.....Low	Water...N/A	enemies.
Defense.....Low	Earth....Strong	
Spirit.....Moderate	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	
=====+		
Catoblepas	Elem-Weaknesses	Ability Points: 30
=====+		

Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Uses magic as well as
Intelligence..High	Thunder..Absorbs	physical attacks. Its skill
Dexterity.....Low	Water....Weak	with Thunder magic allows it
Defense.....Low	Earth....Weak	to increase damage.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
Cerberus	Elem-Weaknesses	Ability Points: 30
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A 3-headed demon dog of
Intelligence..Moderate	Thunder..Absorbs	hell. In Triple, each of
Dexterity.....Low	Water....N/A	the three heads uses
Defense.....Low	Earth....N/A	different magic. The tail is
Spirit.....High	Poison...N/A	also powerful.
Evasion.....Low	Wind.....Immune	
	Holy.....N/A	
=====+=====+=====		
Chimera	Elem-Weaknesses	Ability Points: 10
=====+=====+=====		
Hit Points....Moderate	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	A monster with 4 heads that
Intelligence..Moderate	Thunder..Absorbs	use magic, physical attacks,
Dexterity.....Low	Water....N/A	status changes and their
Defense.....Moderate	Earth....N/A	original skill, Aqua Breath.
Spirit.....High	Poison...Immune	
Evasion.....Low	Wind.....Absorbs	
	Holy.....Weak	
=====+=====+=====		
Cockatrice	Elem-Weaknesses	Ability Points: 2
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Petrifies enemies with its
Intelligence..Moderate	Thunder..Immune	stare. Uses thunder by
Dexterity.....Low	Water....N/A	flapping its wings. Uses
Defense.....Low	Earth....N/A	Electrocute when fully
Spirit.....High	Poison...Immune	grown.
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	
=====+=====+=====		
Creeps	Elem-Weaknesses	Ability Points: 2
=====+=====+=====		
Hit Points....Moderate	Fire.....N/A	
Strength.....Low	Ice.....N/A	Has a flat black body like
Intelligence..Low	Thunder..Immune	a shadow. Said to be a
Dexterity.....Low	Water....N/A	living creature. Kills its
Defense.....Low	Earth....N/A	opponents when it dies.
Spirit.....Very High	Poison...N/A	
Evasion.....Very High	Wind.....N/A	

		Holy.....Weak	
=====	=====	=====	
Death Claw	Elem-Weaknesses	Ability Points: 3	
=====	=====	=====	
Hit Points....Very High	Fire.....N/A		
Strength.....Low	Ice.....N/A	A monster with 4 sharp	
Intelligence..Low	Thunder..N/A	claws. Attacks with sheer	
Dexterity.....Low	Water....N/A	power but also uses gas	
Defense.....High	Earth....N/A	attacks.	
Spirit.....Low	Poison...N/A		
Evasion.....Low	Wind.....N/A		
	Holy.....N/A		
=====	=====	=====	
Diablos	Elem-Weaknesses	Ability Points: 20	
=====	=====	=====	
Hit Points....Very High	Fire.....N/A		
Strength.....Moderate	Ice.....N/A	A mysterious GF living in	
Intelligence..Low	Thunder..N/A	another dimension. Uses a	
Dexterity.....Low	Water....N/A	powerful gravity attack	
Defense.....Moderate	Earth....Immune	called Graviija.	
Spirit.....High	Poison...N/A		
Evasion.....Low	Wind.....Weak		
	Holy.....N/A		
=====	=====	=====	
Droma	Elem-Weaknesses	Ability Points: N/A	
=====	=====	=====	
Hit Points....High	Fire.....N/A		
Strength.....Low	Ice.....N/A	Born from Trauma, a small	
Intelligence..Low	Thunder..N/A	support machine. Despite	
Dexterity.....Low	Water....N/A	its small size, uses Pulse	
Defense.....Low	Earth....Immune	Cannon just like Trauma.	
Spirit.....Low	Poison...N/A		
Evasion.....Low	Wind.....Weak		
	Holy.....N/A		
=====	=====	=====	
Edea	Elem-Weaknesses	Ability Points: 20	
=====	=====	=====	
Hit Points....Very High	Fire.....N/A		
Strength.....Low	Ice.....N/A	A powerful sorceress and	
Intelligence..Moderate	Thunder..N/A	ruler of Galbadia. Her	
Dexterity.....Low	Water....N/A	sorceress powers may be the	
Defense.....Low	Earth....N/A	most powerful in the world.	
Spirit.....High	Poison...N/A		
Evasion.....Low	Wind.....N/A		
	Holy.....N/A		
=====	=====	=====	
Edea	Elem-Weaknesses	Ability Points: 50	
=====	=====	=====	
Hit Points....High	Fire.....N/A		

Strength.....Low	Ice.....N/A	A sorceress bent on
Intelligence..Moderate	Thunder..N/A	conquering the world. Hired
Dexterity....Low	Water....N/A	Galbadia Garden forces to
Defense.....Moderate	Earth....N/A	destroy SeeD; which stands
Spirit.....Very High	Poison...N/A	in her way.
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====		
Elastoid	Elem-Weaknesses	Ability Points: 3
=====		
Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	Anti-personnel weapon made
Intelligence..Low	Thunder..Weak	in Esthar. Floats with an
Dexterity....Low	Water....N/A	anti-gravity engine. Attacks
Defense.....Low	Earth....Immune	with its 4 pliable
Spirit.....Low	Poison...Immune	metallic legs.
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====		
Elite Soldier	Elem-Weaknesses	Ability Points: 2
=====		
Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	An officer acting together
Intelligence..Low	Thunder..N/A	with Galbadian Soldiers.
Dexterity....Low	Water....N/A	Defeat him first, before he
Defense.....Moderate	Earth....N/A	uses recovery magic on the
Spirit.....Moderate	Poison...Weak	other soldiers.
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====		
Elnoyle	Elem-Weaknesses	Ability Points: 18
=====		
Hit Points....Very High	Fire.....N/A	
Strength.....High	Ice.....N/A	A powerful monster. Uses
Intelligence..High	Thunder..N/A	magic, but also uses Tail
Dexterity....Low	Water....Immune	Needle, which causes heavy
Defense.....Low	Earth....N/A	damage.
Spirit.....High	Poison...N/A	
Evasion.....Very Low	Wind....Weak	
	Holy.....N/A	
=====		
Elvoret	Elem-Weaknesses	Ability Points: 10
=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	A monster that lives in the
Intelligence..Moderate	Thunder..N/A	abandoned Dollet
Dexterity....Low	Water....N/A	communication tower. No one
Defense.....Low	Earth....Immune	knows where it came from.
Spirit.....Very High	Poison...Immune	
Evasion.....Low	Wind....N/A	
	Holy.....N/A	

=====+		
Esthar Soldier	Elem-Weaknesses	Ability Points: 1
=====+		
Hit Points....Low	Fire.....N/A	Esthar soldier who uses both gun and sword. Shotgun attacks can cause major damage. Not a strong enemy.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....Low	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+		
Esthar Soldier	Elem-Weaknesses	Ability Points: 1
=====+		
Hit Points....Moderate	Fire.....N/A	A cyborg in the form of an Esthar soldier, but far stronger. It only uses physical attacks
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..Weak	
Dexterity.....Low	Water...N/A	
Defense.....Moderate	Earth...N/A	
Spirit.....Moderate	Poison...Immune	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+		
Fake President	Elem-Weaknesses	Ability Points: N/A
=====+		
Hit Points....High	Fire.....N/A	President Deling's double Attacks in a strange way, but not very stonrg. However...
Strength.....Moderate	Ice.....N/A	
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....Moderate	Earth...N/A	
Spirit.....Moderate	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+		
Fastitocalon	Elem-Weaknesses	Ability Points: 3
=====+		
Hit Points....Moderate	Fire.....Strong	A fish that swims in the ground. Only the fin can be seen. One theory says that it may be a shark.
Strength.....Low	Ice.....N/A	
Intelligence..High	Thunder..Weak	
Dexterity.....Low	Water...Absorbs	
Defense.....Very High	Earth...Weak	
Spirit.....Very High	Poison...N/A	
Evasion.....Moderate	Wind.....N/A	
	Holy.....N/A	
=====+		
Forbidden	Elem-Weaknesses	Ability Points: 4
=====+		
Hit Points....Moderate	Fire.....Weak	Undead soldier. Not afraid of death. Its death blow kills enemies in one hit.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water...N/A	

Defense.....Moderate	Earth....N/A	
Spirit.....Very High	Poison...Immune	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
Fujin	Elem-Weaknesses	Ability Points: 10
=====		
Hit Points....Moderate	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Looking for Ellone under
Intelligence..Low	Thunder..N/A	Seifer's command. Uses wind
Dexterity.....Low	Water...N/A	magic through the help of
Defense.....Low	Earth...N/A	another being with wind
Spirit.....High	Poison...N/A	power. Also attacks with
Evasion.....Low	Wind.....N/A	Pinwheel.
	Holy.....N/A	
=====		
Fujin	Elem-Weaknesses	Ability Points: 10
=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Assisting Seifer inside
Intelligence..Low	Thunder..N/A	Lunatic Pandora. Uses
Dexterity.....Low	Water...N/A	support magic as well as
Defense.....Moderate	Earth...N/A	attack magic.
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
Funguar	Elem-Weaknesses	Ability Points: 1
=====		
Hit Points....Moderate	Fire.....N/A	
Strength.....Low	Ice.....N/A	A giant walking mushroom.
Intelligence..Low	Thunder..N/A	Uses status change attacks
Dexterity.....Low	Water...N/A	with damage attacks.
Defense.....Low	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
G-Soldier	Elem-Weaknesses	Ability Points: 1
=====		
Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	Galbadian soldier that uses
Intelligence..Low	Thunder..N/A	magic with a sword. Strong
Dexterity.....Low	Water...N/A	enough, but nowhere near as
Defense.....Low	Earth...N/A	strong as any SeeD member.
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
Gargantua	Elem-Weaknesses	Ability Points: 40
=====		

Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	A large monster, but it
Intelligence..Low	Thunder..N/A	mainly uses magic to attack.
Dexterity.....Low	Water...N/A	Physical attacks anger it,
Defense.....Very High	Earth...N/A	and it may counterattack.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====+=====+=====		
Gayla	Elem-Weaknesses	Ability Points: 2
=====+=====+=====		
Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Makes enemies fall asleep,
Intelligence..Low	Thunder..N/A	then attacks. Sometimes
Dexterity.....Low	Water...N/A	spits fluid which removes
Defense.....Low	Earth...Immune	an enemy's strength while
Spirit.....Moderate	Poison...N/A	asleep.
Evasion.....Low	Wind....Weak	
	Holy.....N/A	
=====+=====+=====		
Geezard	Elem-Weaknesses	Ability Points: 1
=====+=====+=====		
Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	Lives in humid places. It
Intelligence..Low	Thunder..N/A	sneak-attacks humans that
Dexterity.....Low	Water...N/A	pass by. Uses status attack
Defense.....Low	Earth...N/A	when fully grown.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====+=====+=====		
Gerogero	Elem-Weaknesses	Ability Points: 20
=====+=====+=====		
Hit Points....Very High	Fire.....Weak	
Strength.....Moderate	Ice.....N/A	A monster that posed as
Intelligence..High	Thunder..N/A	President Deling. Attacks
Dexterity.....Low	Water...N/A	with its deformed arms
Defense.....Moderate	Earth...Weak	and status attacks.
Spirit.....Moderate	Poison...Immune	
Evasion.....Moderate	Wind....N/A	
	Holy.....Weak	
=====+=====+=====		
Gesper	Elem-Weaknesses	Ability Points: 2
=====+=====+=====		
Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Esther's defective weapon.
Intelligence..High	Thunder..N/A	Attacks enemies and allies
Dexterity.....Low	Water...N/A	alike. Degenerator
Defense.....Low	Earth...N/A	destroys opponents.
Spirit.....High	Poison...Weak	
Evasion.....Low	Wind....N/A	

	Holy.....N/A	
=====	=====	=====
GIM47N	Elem-Weaknesses	Ability Points: 3
=====	=====	=====
Hit Points....Moderate	Fire.....N/A	An older type of Galbadian weapon. Has a laser cannon, but mostly mostly punches using the steel orbs on both hands.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..Weak	
Dexterity.....Low	Water....Weak	
Defense.....Moderate	Earth....Weak	
Spirit.....Low	Poison...Immune	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====	=====	=====
GIM52A	Elem-Weaknesses	Ability Points: 3
=====	=====	=====
Hit Points....Very High	Fire.....N/A	A Galbadian machine that attacks with magic and missiles. The more advanced models use high-powered beams.
Strength.....Moderate	Ice.....N/A	
Intelligence..Low	Thunder..Weak	
Dexterity.....Low	Water....Weak	
Defense.....Low	Earth....Weak	
Spirit.....Very High	Poison...Immune	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====	=====	=====
Glacial Eye	Elem-Weaknesses	Ability Points: 1
=====	=====	=====
Hit Points....Moderate	Fire.....Weak	A floating monster that uses Ice magic. When running low on HP, uses Vampire to suck HP from opponents.
Strength.....Low	Ice.....Immune	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....Immune	
Spirit.....Very High	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	
=====	=====	=====
Granaldo	Elem-Weaknesses	Ability Points: 5
=====	=====	=====
Hit Points....Very High	Fire.....N/A	A large insect-type monster that is a survivor of some ancient race. Uses its large spikes and tail to attack.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	
=====	=====	=====
Grand Mantis	Elem-Weaknesses	Ability Points: 4
=====	=====	=====
Hit Points....Very High	Fire.....N/A	Used to live in water, but
Strength.....Low	Ice.....Weak	

Intelligence..Low	Thunder..Weak	now lives above ground.
Dexterity.....Low	Water....Strong	Skewers enemies with its
Defense.....Very High	Earth...N/A	large claw and causes major
Spirit.....Low	Poison...N/A	damage.
Evasion.....Low	Wind....N/A	
	Holy....N/A	
=====+		
Grat	Elem-Weaknesses	Ability Points: 2
=====+		
Hit Points....Low	Fire.....Weak	
Strength.....Low	Ice.....Weak	Its body is mostly a
Intelligence..Low	Thunder..N/A	digestive bag. Digests
Dexterity.....Low	Water....N/A	enemies by catching whem with
Defense.....Low	Earth...N/A	its vine. Uses a gas attack
Spirit.....Low	Poison...N/A	that causes Sleep.
Evasion.....Low	Wind....N/A	
	Holy....N/A	
=====+		
Grendel	Elem-Weaknesses	Ability Points: 6
=====+		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	A smaller type of dragon,
Intelligence..Moderate	Thunder..N/A	sometimes appears in groups
Dexterity.....Low	Water....N/A	of 2. May be more
Defense.....Moderate	Earth...Weak	dangerous than other dragons.
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind....Weak	
	Holy....Weak	
=====+		
Griever	Elem-Weaknesses	Ability Points: N/A
=====+		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	In Squall's ming, the
Intelligence..Moderate	Thunder..N/A	strongest GF. Through
Dexterity.....High	Water....N/A	Ultimecia's mind, continues
Defense.....Moderate	Earth...Weak	fighting without vanishing.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....Weak	
	Holy....Weak	
=====+		
Guard	Elem-Weaknesses	Ability Points: 1
=====+		
Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	Prison security guard. A
Intelligence..Low	Thunder..N/A	Galbadian soldier trained in
Dexterity.....Low	Water....N/A	sleep magic to capture
Defense.....Low	Earth...N/A	escapees.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
=====+		

Helix	Elem-Weaknesses	Ability Points: N/A
=====	=====	=====
Hit Points....Very High	Fire.....N/A	Ultimecia's magic power amplifier. By combining the 2 amplifiers, her power can be amplified greatly.
Strength.....High	Ice.....N/A	
Intelligence..Very High	Thunder..N/A	
Dexterity.....Very High	Water....N/A	
Defense.....High	Earth....Immune	
Spirit.....Very High	Poison...N/A	
Evasion.....Very High	Wind.....N/A	
	Holy.....N/A	
=====	=====	=====
Hexadragon	Elem-Weaknesses	Ability Points: 8
=====	=====	=====
Hit Points....Very High	Fire.....Absorbs	A type of mutated dragon born with six eyes. Uses fire magic and special breath attacks.
Strength.....High	Ice.....N/A	
Intelligence..High	Thunder..N/A	
Dexterity.....Low	Water....Weak	
Defense.....High	Earth....N/A	
Spirit.....High	Poison...Absorbs	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====	=====	=====
Ifrit	Elem-Weaknesses	Ability Points: 20
=====	=====	=====
Hit Points....Very High	Fire.....Absorbs	Fire GF; uses fire magic. It's a strong opponent, but as it is part of Garden's exam, not impossible to defeat.
Strength.....High	Ice.....Weak	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....High	Earth....N/A	
Spirit.....Very High	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	
=====	=====	=====
Iguion	Elem-Weaknesses	Ability Points: 10
=====	=====	=====
Hit Points....High	Fire.....Immune	A mutated gateway decoration. Uses Petrify attacks. Someone has given it the Reflect power.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....High	Earth....Weak	
Spirit.....Low	Poison...Immune	
Evasion.....Low	Wind.....N/A	
	Holy.....Weak	
=====	=====	=====
Imp	Elem-Weaknesses	Ability Points: 3
=====	=====	=====
Hit Points....Very High	Fire.....N/A	A devilish-looking monster with wings. Uses powerful magic despite its small size.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....Immune	

Spirit.....Very High	Poison...Strong	
Evasion.....High	Wind.....N/A	
	Holy.....Weak	
=====		
Iron Giant	Elem-Weaknesses	Ability Points: 8
=====		
Hit Points....High	Fire.....N/A	Hard to damage due to the steel armor. Doesn't use magic but its sword causes significant damage.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..Weak	
Dexterity....Low	Water...N/A	
Defense.....Very High	Earth...N/A	
Spirit.....Low	Poison...Immune	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
Jelleye	Elem-Weaknesses	Ability Points: 1
=====		
Hit Points....High	Fire.....N/A	Changes tactics as the battle progresses. Its magic also changes from fire to ice to thunder etc.
Strength.....Low	Ice.....N/A	
Intelligence..Moderate	Thunder..N/A	
Dexterity....Low	Water...N/A	
Defense.....Low	Earth....Immune	
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind.....Weak	
	Holy.....Weak	
=====		
Jumbo Cactuar	Elem-Weaknesses	Ability Points: 20
=====		
Hit Points....Very High	Fire.....N/A	Some Cactuars live long lives and grow huge. This Jumbo Cactuar is one of those.
Strength.....Moderate	Ice.....N/A	
Intelligence..Moderate	Thunder..N/A	
Dexterity....Low	Water...Weak	
Defense.....Moderate	Earth...N/A	
Spirit.....Moderate	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	
=====		
Krysta	Elem-Weaknesses	Ability Points: 30
=====		
Hit Points....Very High	Fire.....N/A	Born of a jewel in Ultemecia's Caslte. Responds quickly to attacks, counter-attacks immediately.
Strength.....High	Ice.....Immune	
Intelligence..High	Thunder..N/A	
Dexterity....Low	Water...N/A	
Defense.....High	Earth....Immune	
Spirit.....Very Low	Poison...N/A	
Evasion.....Very Low	Wind.....N/A	
	Holy.....N/A	
=====		
Left Orb	Elem Weaknesses	Ability Points: N/A
=====		

Hit Points....Very High	Fire.....Immune	
Strength.....Low	Ice.....Immune	NORG's support system with
Intelligence..Low	Thunder..Immune	auto-recover functions that
Dexterity.....Low	Water....Immune	restore any damage. Uses
Defense.....Very High	Earth....Immune	status-changing attacks.
Spirit.....Very High	Poison...Immune	Immune to fire, ice, thunder,
Evasion.....Low	Wind.....Immune	earth, poison, wind, water
	Holy.....Immune	and holy
=====		
Left Probe	Elem-Weaknesses	Ability Points: N/A
=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Mobile Type 8's left
Intelligence..Moderate	Thunder..Weak	shoulder. Acts on its own as
Dexterity.....Low	Water....N/A	a machine. Has auto-recovery
Defense.....Very High	Earth....Immune	and attack functions.
Spirit.....Very High	Poison...N/A	
Evasion.....High	Wind.....N/A	
	Holy.....N/A	
=====		
Lefty	Elem-Weaknesses	Ability Points: 3
=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Very Low	Ice.....N/A	A large left hand protruding
Intelligence..Moderate	Thunder..N/A	from the Earth. At higher
Dexterity.....Low	Water....N/A	levels, sometimes cures
Defense.....Very Low	Earth....N/A	party members with status
Spirit.....Very High	Poison...N/A	abnormalities.
Evasion.....Low	Wind.....N/A	
	Holy.....Weak	
=====		
Malboro	Elem-Weaknesses	Ability Points: 1
=====		
Hit Points....Very High	Fire.....Weak	
Strength.....Moderate	Ice.....Weak	Uses Bad Breath, which
Intelligence..Low	Thunder..N/A	causes all status
Dexterity.....Low	Water....N/A	abnormalities. Be ready
Defense.....Moderate	Earth....Immune	with status defense before
Spirit.....Low	Poison...Absorbs	fighting.
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
Mesmerize	Elem-Weaknesses	Ability Points: 2
=====		
Hit Points....Moderate	Fire.....N/A	
Strength.....Low	Ice.....N/A	Has a large blade for a horn.
Intelligence..Low	Thunder..N/A	This blade has a healing
Dexterity.....Low	Water....N/A	effect when used as an item
Defense.....Low	Earth....N/A	or to make magic.
Spirit.....Moderate	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	

Minotaur	Elem-Weaknesses	Ability Points: 20
Hit Points....Very High	Fire.....N/A	Sacred's older brother. This Earth GF has healing ability, as long as his feet are on the ground.
Strength.....Moderate	Ice.....N/A	
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....Moderate	Earth....Absorbs	
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	
Mobile Type 8	Elem-Weaknesses	Ability Points: 40
Hit Points....Very High	Fire.....N/A	Its beam and laser attacks go far beyond the damage of any modern weapons.
Strength.....Low	Ice.....N/A	
Intelligence..Moderate	Thunder..Weak	
Dexterity.....Low	Water...N/A	
Defense.....Low	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
NORG	Elem-Weaknesses	Ability Points: 20
Hit Points....Very High	Fire.....N/A	Master of Balamb Garden. Opposes Headmaster Cid in trying to control Balamb Garden.
Strength.....High	Ice.....N/A	
Intelligence..High	Thunder..N/A	
Dexterity.....Low	Water...N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...Immune	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	
NORG Pod	Elem Weaknesses	Ability Points: N/A
Hit Points....Very High	Fire.....N/A	A defense shelter protecting Master NORG. The shelter must be destroyed in order to attack NORG, who is inside the shelter.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..Strong	
Dexterity.....High	Water...N/A	
Defense.....Very High	Earth....N/A	
Spirit.....Very High	Poison...Immune	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
Ochu	Elem-Weaknesses	Ability Points: 10
Hit Points....Moderate	Fire.....Weak	Likes to live in forests.
Strength.....Low	Ice.....Weak	

Intelligence..Low	Thunder..N/A	Attacks not only with its
Dexterity.....Low	Water....N/A	tentacles but also status-
Defense.....Low	Earth....Immune	change attacks
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====+		
Odin	Elem-Weaknesses	Ability Points: 20
=====+		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A legendary GF that sleeps in
Intelligence..Low	Thunder..N/A	a dungeon. Zantetsuken cuts
Dexterity.....Low	Water....N/A	anything that stands in its
Defense.....High	Earth....N/A	way.
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====+		
Oilboyle	Elem-Weaknesses	Ability Points: 10
=====+		
Hit Points....Very High	Fire.....Weak	
Strength.....Moderate	Ice.....N/A	This creature lives
Intelligence..Moderate	Thunder..N/A	underground. Its slimy
Dexterity.....Low	Water....Immune	body is full of oil, attacks
Defense.....Moderate	Earth....N/A	by spitting oil.
Spirit.....Moderate	Poison...N/A	
Evasion.....Very Low	Wind....N/A	
	Holy.....N/A	
=====+		
Omega Weapon	Elem-Weaknesses	Ability Points: 250
=====+		
Hit Points....Very High	Fire.....Absorbs	
Strength.....Very High	Ice.....Absorbs	Stronger than Ultima Weapon.
Intelligence..Very High	Thunder..Absorbs	Omega Weapon is the
Dexterity.....Moderate	Water....Absorbs	strongest monster. It's
Defense.....Very High	Earth....Absorbs	bad luck to run into this
Spirit.....Very High	Poison...Absorbs	monster.
Evasion.....Low	Wind....Absorbs	
	Holy.....Absorbs	
=====+		
Paratrooper	Elem-Weaknesses	Ability Points: 3
=====+		
Hit Points....High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Soldier assigned to
Intelligence..Low	Thunder..N/A	Galbadia Garden. Specializes
Dexterity.....Low	Water....N/A	in sneak attacks, much
Defense.....Moderate	Earth....N/A	stronger than normal
Spirit.....Moderate	Poison...Weak	Galbadian Soldiers.
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====+		

Propagator	Elem-Weaknesses	Ability Points: 5
=====	=====	=====
Hit Points....Very High	Fire.....N/A	A monster living in the Spaceship Ragnarok. Very violent in nature, it attacks anything that moves inside the ship.
Strength.....Moderate	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Moderate	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====	=====	=====
Pupu	Elem-Weaknesses	Ability Points: N/A
=====	=====	=====
Hit Points....Low	Fire.....N/A	An alien from another planet, someone destroyed its UFO, and the alien is in need of help.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====	=====	=====
Raijin	Elem-Weaknesses	Ability Points: 10
=====	=====	=====
Hit Points....High	Fire.....N/A	Looking for Ellone with Fujin. Good at physical attacks. Tries to act cool around other people.
Strength.....Moderate	Ice.....N/A	
Intelligence..Low	Thunder..Absorbs	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====	=====	=====
Raijin	Elem-Weaknesses	Ability Points: 10
=====	=====	=====
Hit Points....Very High	Fire.....N/A	Works with Fujin and Seifer. Still relies on his strength but can now use support magic as well.
Strength.....Moderate	Ice.....N/A	
Intelligence..Low	Thunder..Absorbs	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Low	Poison...Weak	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====	=====	=====
Raldo	Elem-Weaknesses	Ability Points: 3
=====	=====	=====
Hit Points....Moderate	Fire.....N/A	May look slow due to its stone-like body, but it is actually quite fast. May appear in numbers.
Strength.....Low	Ice.....N/A	
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Moderate	Water....N/A	
Defense.....Very High	Earth....N/A	

Spirit.....Very High	Poison...Immune	
Evasion.....Very Low	Wind.....Weak	
	Holy.....N/A	
=====+=====+=====		
Red Bat	Elem-Weaknesses	Ability Points: 1
=====+=====+=====		
Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	A type of bat with a huge mouth. Lurks in dark places. Dives quickly from the air to bite its target.
Intelligence..Low	Thunder..N/A	
Dexterity....Low	Water....N/A	
Defense.....Low	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....High	Wind.....Weak	
	Holy.....N/A	
=====+=====+=====		
Red Giant	Elem-Weaknesses	Ability Points: 30
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	A giant machine powered by magic. Its high defense power makes it difficult to damage except with magic or a GF.
Intelligence..Low	Thunder..N/A	
Dexterity....Low	Water....N/A	
Defense.....Very High	Earth....N/A	
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
Right Orb	Elem Weaknesses	Ability Points: N/A
=====+=====+=====		
Hit Points....Very High	Fire.....Immune	
Strength.....Low	Ice.....Immune	NORG's support system with auto-recover functions that restore any damage. Uses status-changing attacks. Immune to fire, ice, thunder, earth, poison, wind, water and holy
Intelligence..Low	Thunder..Immune	
Dexterity....Low	Water....Immune	
Defense.....Very High	Earth....Immune	
Spirit.....Very High	Poison...Immune	
Evasion.....Low	Wind.....Immune	
	Holy.....Immune	
=====+=====+=====		
Right Probe	Elem-Weaknesses	Ability Points: N/A
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Mobile Type 8's right shoulder. Acts on its own as a machine. Has auto-recovery and attack functions.
Intelligence..Moderate	Thunder..Weak	
Dexterity....Low	Water....N/A	
Defense.....Very High	Earth....Immune	
Spirit.....Very High	Poison...N/A	
Evasion.....High	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
Righty	Elem-Weaknesses	Ability Points: 3
=====+=====+=====		

Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A large right hand protruding
Intelligence..Low	Thunder..N/A	from the earth. Can't use
Dexterity....Low	Water...N/A	magic. Uses its strength to
Defense.....High	Earth...N/A	attack with force.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy.....Weak	
=====+=====+=====		
Rinoa	Elem-Weaknesses	Ability Points: N/A
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	Rinoa being Junctioned by
Intelligence..High	Thunder..N/A	Adel. Immobile because Adel
Dexterity....Low	Water...N/A	is absorbing her powers.
Defense.....Low	Earth...N/A	Can be released by defeating
Spirit.....Low	Poison...N/A	Adel.
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====+=====+=====		
Ruby Dragon	Elem-Weaknesses	Ability Points: 14
=====+=====+=====		
Hit Points....Very High	Fire.....Absorbs	
Strength.....Moderate	Ice.....Weak	Strong and smart dragon. If
Intelligence..High	Thunder..N/A	enemies are using Reflect, it
Dexterity....Low	Water...N/A	casts Reflect on itself to
Defense.....Moderate	Earth...N/A	mirror the attack.
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind....Absorbs	
	Holy.....Weak	
=====+=====+=====		
Sacred	Elem-Weaknesses	Ability Points: 20
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Earth GF in the Tomb of the
Intelligence..Moderate	Thunder..N/A	Unknown King. Recovers by
Dexterity....Low	Water...N/A	power of the earth. Attacks
Defense.....Moderate	Earth...Immune	with a large steel orb.
Spirit.....Moderate	Poison...Weak	
Evasion.....Low	Wind....Weak	
	Holy.....N/A	
=====+=====+=====		
SAM08G	Elem-Weaknesses	Ability Points: 4
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	A living weapon made by
Intelligence..Low	Thunder..Weak	Galbadia. Carries a 155mm
Dexterity....Low	Water...N/A	cannon on both shoulders
Defense.....Moderate	Earth...N/A	and a 60mm Vulcan body
Spirit.....Low	Poison...Weak	as a weapon.
Evasion.....Low	Wind....N/A	
	Holy.....N/A	

Seifer	Elem-Weaknesses	Ability Points: N/A
Hit Points....Very High Strength.....Moderate Intelligence..High Dexterity.....Low Defense.....Very High Spirit.....Very High Evasion.....Low	Fire.....N/A Ice.....N/A Thunder..N/A Water...N/A Earth...N/A Poison...Weak Wind.....N/A Holy.....N/A	Decided to become a Sorceress' Knight under Edea. Uses Fire magic in conjunction with sword attacks.
Seifer	Elem-Weaknesses	Ability Points: 12
Hit Points....Very High Strength.....Moderate Intelligence..Moderate Dexterity.....Low Defense.....Moderate Spirit.....High Evasion.....Low	Fire.....N/A Ice.....N/A Thunder..N/A Water...N/A Earth...N/A Poison...Weak Wind.....N/A Holy.....N/A	Attacks with Edea to destory SeeD. His sword skills have been refined, and he has gained more skills.
Seifer	Elem-Weaknesses	Ability Points: N/A
Hit Points....Very High Strength.....Low Intelligence..Low Dexterity.....Low Defense.....High Spirit.....High Evasion.....Low	Fire.....N/A Ice.....N/A Thunder..N/A Water...N/A Earth...N/A Poison...Weak Wind.....N/A Holy.....N/A	Defeated once, and still trying to fight to save his pride. HP is lower due to the defeat, but skills are higher.
Seifer	Elem-Weaknesses	Ability Points: 40
Hit Points....Very High Strength.....Moderate Intelligence..Low Dexterity.....Low Defense.....High Spirit.....High Evasion.....Low	Fire.....N/A Ice.....N/A Thunder..N/A Water...N/A Earth...N/A Poison...Weak Wind.....N/A Holy.....N/A	To retain his pride as Sorceress' Knight, he is determined to win. His skills are even more deadly.
Slapper	Elem-Weaknesses	Ability Points: 3
Hit Points....Low Strength.....Low Intelligence..Low	Fire.....N/A Ice.....N/A Thunder..N/A	A member of Galbadia Garden's demi-human ice-hockey club.

Dexterity.....Low	Water....N/A	Attacks with speed and
Defense.....Low	Earth....N/A	team work.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+		
Snow Lion	Elem-Weaknesses	Ability Points: 8
=====+		
Hit Points....Very High	Fire.....Weak	
Strength.....Low	Ice.....Absorbs	A large monster living in the
Intelligence..Low	Thunder..N/A	northern snow fields. Takes
Dexterity.....Low	Water....N/A	time to defeat because of its
Defense.....Moderate	Earth....Weak	high HP. Uses ice breath
Spirit.....Low	Poison...N/A	when angry.
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	
=====+		
Sorceress (Type A)	Elem-Weaknesses	Ability Points: N/A
=====+		
Hit Points....High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Sorceress from beyond time
Intelligence..High	Thunder..N/A	who appeared due to Time
Dexterity.....Low	Water....N/A	Compression. Uses magic,
Defense.....Low	Earth....N/A	but is not very powerful.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+		
Sorceress (Type B)	Elem-Weaknesses	Ability Points: N/A
=====+		
Hit Points....High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Sorceress from beyond time
Intelligence..High	Thunder..N/A	who appeared due to Time
Dexterity.....Low	Water....N/A	Compression. Uses magic,
Defense.....Low	Earth....N/A	but is not very powerful.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+		
Sorceress (Type C)	Elem-Weaknesses	Ability Points: N/A
=====+		
Hit Points....High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	Sorceress from beyond time
Intelligence..High	Thunder..N/A	who appeared due to Time
Dexterity.....Low	Water....N/A	Compression. Uses magic,
Defense.....Low	Earth....N/A	but is not very powerful.
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+		
Sphinxara	Elem-Weaknesses	Ability Points: 30

=====+		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	????????????????????
Intelligence..Low	Thunder..N/A	????????????????????
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....Weak	
=====+		
Sphinxaur	Elem-Weaknesses	Ability Points: N/A
=====+		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....N/A	????????????????????
Intelligence..Low	Thunder..N/A	????????????????????
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....Weak	
=====+		
T-Rexaur	Elem-Weaknesses	Ability Points: 10
=====+		
Hit Points....Very High	Fire.....N/A	
Strength.....Low	Ice.....Weak	Alive since the beginning of
Intelligence..Low	Thunder..N/A	time, its power and HP are
Dexterity.....Low	Water....N/A	very high. It's better to
Defense.....Low	Earth....N/A	run if you encounter one.
Spirit.....Moderate	Poison...Strong	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+		
Thurstaavis	Elem-Weaknesses	Ability Points: 3
=====+		
Hit Points....Moderate	Fire.....N/A	
Strength.....Low	Ice.....N/A	A monster on the Galbadia
Intelligence..Low	Thunder..N/A	continent. Usually swoops
Dexterity.....Low	Water....N/A	down to attack enemies, but
Defense.....Low	Earth....Immune	also bites and causes wind
Spirit.....Low	Poison...N/A	gusts when in danger.
Evasion.....High	Wind.....Weak	
	Holy.....N/A	
=====+		
Tiamat	Elem-Weaknesses	Ability Points: 30
=====+		
Hit Points....Very High	Fire.....Strong	
Strength.....High	Ice.....N/A	Used to be a GF. Became a
Intelligence..High	Thunder..Strong	monster under Ultemecia's
Dexterity.....Low	Water....N/A	power. Its Dark Flare
Defense.....High	Earth....Immune	destroys all enemies.
Spirit.....Low	Poison...N/A	

Evasion.....Low	Wind.....Immune	
	Holy.....N/A	
=====+=====+=====		
Tonberry	Elem-Weaknesses	Ability Points: 1
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	Mysterious being living in dungeons. Walks slowly toward the enemy and kills that enemy with the Chef's Knife.
Strength.....Moderate	Ice.....N/A	
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Moderate	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
Tonberry King	Elem-Weaknesses	Ability Points: 20
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	The king of Tonberries. Appears to seek revenge for all the defeated Tonberries.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....High	Earth....N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
Torama	Elem-Weaknesses	Ability Points: 4
=====+=====+=====		
Hit Points....Low	Fire.....N/A	Uses multiple magic attacks while sitting down. Even more powerful when it stands up to use its blaster attacks
Strength.....Low	Ice.....N/A	
Intelligence..Moderate	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....High	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====+=====+=====		
Trauma	Elem-Weaknesses	Ability Points: 30
=====+=====+=====		
Hit Points....Very High	Fire.....N/A	Ultimecia gave partial life to this weapon of the future. Pulse Cannon destroys any enemies in its way.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Very High	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....Weak	
	Holy.....N/A	
=====+=====+=====		
Tri-Face	Elem-Weaknesses	Ability Points: 8
=====+=====+=====		
Hit Points....Very High	Fire.....Weak	A monster with 3 heads. The
Strength.....Low	Ice.....N/A	

Intelligence..Low	Thunder..N/A	2 heads on the side are not
Dexterity.....Low	Water....N/A	real but they bite and spit
Defense.....Low	Earth....N/A	poison as if they were.
Spirit.....Low	Poison...Absorbs	
Evasion.....Low	Wind....N/A	
	Holy.....Weak	
=====+		
Tri-Point	Elem-Weaknesses	Ability Points: 30
=====+		
Hit Points....High	Fire.....Weak?	
Strength.....Low	Ice.....Weak?	A living weapon Ultimecia
Intelligence..Low	Thunder..Absorbs	made out of a dragon. Fire
Dexterity.....Low	Water....N/A	or ice magic are a weak point
Defense.....Low	Earth....Immune	but they change when attacked
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====+		
Turtapod	Elem-Weaknesses	Ability Points: 2
=====+		
Hit Points....Moderate	Fire.....N/A	
Strength.....Low	Ice.....N/A	Attacks with magic and sharp
Intelligence..Low	Thunder..N/A	claws. When attacked it may
Dexterity.....Low	Water....N/A	change to to defense mode in
Defense.....High	Earth....N/A	order to protect itself
Spirit.....Low	Poison...N/A	from damage.
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====+		
UFO	Elem-Weaknesses	Ability Points: N/A
=====+		
Hit Points....Low	Fire.....N/A	
Strength.....Low	Ice.....N/A	Unidentified flying object
Intelligence..Low	Thunder..N/A	from outer space.
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Very Low	Wind....N/A	
	Holy.....N/A	
=====+		
Ultima Weapon	Elem-Weaknesses	Ability Points: 100
=====+		
Hit Points....Very High	Fire.....N/A	
Strength.....Moderate	Ice.....N/A	The strongest ultimate
Intelligence..Low	Thunder..N/A	monster, It's said to be
Dexterity.....Low	Water....N/A	impossible to defeat.
Defense.....Low	Earth....N/A	
Spirit.....Very High	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy.....N/A	
=====+		
Ultimecia	Elem-Weaknesses	Ability Points: N/A

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Hit Points....Very High	Fire.....N/A	A sorceress trying to change the world by compressing time and taking power from all sorceresses,
Strength.....High	Ice.....N/A	
Intelligence..Very High	Thunder..N/A	
Dexterity.....High	Water....N/A	
Defense.....High	Earth....N/A	
Spirit.....High	Poison...Weak	
Evasion.....Very Low	Wind.....N/A	
	Holy.....Immune	
=====		
Ultimecia	Elem-Weaknesses	Ability Points: N/A
=====		
Hit Points....Very High	Fire.....N/A	Ultimecia junctioned to Griever. A powerful monster that combines Ultimecia and Griever's forces.
Strength.....High	Ice.....N/A	
Intelligence..Very High	Thunder..N/A	
Dexterity.....High	Water....N/A	
Defense.....Moderate	Earth....Immune	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
Vysage	Elem-Weaknesses	Ability Points: 6
=====		
Hit Points....High	Fire.....N/A	A monster shaped like a face. Uses support magic and special attacks when attacking with Righty and Lefty together.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind.....N/A	
	Holy.....Weak	
=====		
Wedge	Elem Weaknesses	Ability Points: N/A
=====		
Hit Points....High	Fire.....N/A	A Galbadian soldier assigned to Dollet communication tower. Always picked on by his superior, major Biggs.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Moderate	Earth....N/A	
Spirit.....Moderate	Poison...Immune	
Evasion.....Low	Wind.....N/A	
	Holy.....N/A	
=====		
Wedge	Elem Weaknesses	Ability Points: 2
=====		
Hit Points....Very High	Fire.....N/A	Demoted along with Biggs for his part in the Dollet Communication Tower Operation. Unfortunately, still works under Biggs.
Strength.....Low	Ice.....N/A	
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth....N/A	
Spirit.....Low	Poison...N/A	

Evasion.....Low	Wind....N/A	
	Holy....N/A	
=====		
Wendigo	Elem Weaknesses	Ability Points: 2
=====		
Hit Points....Very High	Fire....N/A	
Strength.....Low	Ice.....N/A	A strong monster, but not good at using magic. Uses powerful physical attacks relying on its strength instead.
Intelligence..Low	Thunder..N/A	
Dexterity.....Low	Water....N/A	
Defense.....Low	Earth...N/A	
Spirit.....Low	Poison...N/A	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
=====		
X-ATM092	Elem Weaknesses	Ability Points: 50
=====		
Hit Points....Very High	Fire....N/A	
Strength.....Moderate	Ice.....N/A	Galbadia's mobile attack
Intelligence..Low	Thunder..Weak	weapon. AKA "Black Widow."
Dexterity.....Low	Water....N/A	Doesn't stop until it kills
Defense.....High	Earth...N/A	all enemies in its path,
Spirit.....Low	Poison...Immune	
Evasion.....Low	Wind....N/A	
	Holy....N/A	
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Version History	(0000X)
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Version 0.00 - (May 20th, 2005) - Began the walkthrough
Version 1.00 - (June 5th, 2005) - Completed the walkthrough

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Legal	(0000Y)
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I am no longer active writing guides for video games, and thus I will no longer any questions or update with any corrections sent through email. It is likely that after this point this guide will never be updated again. I am aware that there are errors occasionally and I apologize for those. Please do not email me any corrections, or ask me for any help with this particular game, as I will not respond.

It is also not necessary to send any email to thank me for the work, I will say right now that you are very welcome.

Furthermore, please do not contact me about hosting this guide on your website, I will not grant permisson. I am still willing to take action if I find this guide being hosted anywhere other than GameFAQs.com, IGN.com, or a very small number of other select sites.

Finally, if you need to contact me for some reason that is not covered above, then you can reach me at StarOceanDC(a.t)gmail(d.o.t)com.

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|                               Credits                               (0000Z) |
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ASCII title is care of: http://www.rootsecure.net/?p=ascii_generator

Thanks to Sailor Bacon as he recently reminded us how his hours of hard work often go unnoticed in the credits of guides, regardless of the fact that he won't actually be reviewing this ^_^

Thanks to CJayC for continuing to keep GameFAQs running smoothly, and the same to Sailor Bacon. Thanks to Sean, Mark and Jeremy here at the University of Guelph, thanks to everyone in the GameFAQs FAQ contributor community for being great people, and thanks to everyone who takes the time to send feedback.

Thank you very much finally, to anyone and everyone reading this walkthrough.

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